

FEATURE PRESENTATION STREET FIGHTER SAGA NEWSLINE KING'S FIELD III, MACROSS
DIGITAL MISSION VFX, TEKKEN 2 COMIX SUPER STREET FIGHTER II: CAMMY SAMURAI SHODOWN

GAME ON!!^{USA}

THE MAGAZINE OF ELECTRONIC MANGA GAMING



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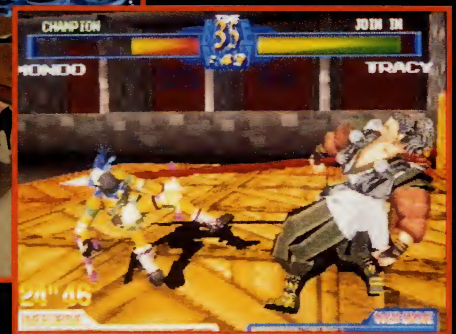


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FEATURE PRESENTATION



4

4 STREET FIGHTER:

FROM FIGHTING STREET TO THE ZERO HOUR

After nine years, it's still the first fighting game on most people's lips, the first to have a live-action movie, the first to trigger system wars for rights to its home games. With new games hogging the high-technology headlines, what makes Capcom's 2D hit still the talk of the arcades and the consoles, and where did it all begin? All this and Alpha II!

6 A FIGHTER SPEAKS

Noritaka Funamizu Vice Chief of Development for Capcom Japan, talks about fighting techniques, secret characters, and the concepts that keep a game going through seven sequels.

8 OUT OF THE ARCADES

It's hard to imagine Pong or Pac-Man spawning movies, books, and animation, but Street Fighter II, which has been compared to these past successes, has become all of these. Everything from Jean-Claude van Damme's Guile haircut to Street Fighter II V is right here.

14 SPECIAL REPORT

PIXEL TO PANEL: GAMING MANGA IN JAPAN

In America, hit comic books become video games. In Japan, it's just the opposite.

10



THE MANGA COMBO

16 INTRODUCTION

17 SUPER STREET FIGHTER II: CAMMY

She's 19, she's buff, and she's in Her Majesty's Secret Service! But James Bond couldn't take the fights Cammy faces as she and Guile seek the mysteries of Cammy's forgot ten past. The FIRST EVER APPEARANCE IN ENGLISH of the six-part manga limited series by MASAHIKO NAKAHIRA!

41 SAMURAI SHODOWN

The steel of a truly fine katana is folded by its maker five hundred times before it is tested in combat. But fate draws Haohmaru and Nakoruru together with a single clash of their blades! The FIRST EVER APPEARANCE IN ENGLISH of the hit manga by KYOICHI NANATSUKI and YUKI MIYOSHI!

8



DEPARTMENT

2 FROM THE EDITOR

By Satoru Fujii

10 NEWSLINE

GUNDAM VER.2•TEKKEN 2•MACROSS DIGITAL MISSION VFX•FINAL FANTASY VII...plus Japan's TOP TEN GAMES. If it's on its way from Japan to the States, it has to travel along the Newsline.

74 PLAY TESTS

Reviewed this month: STREET FIGHTER ALPHA, MAGIC KNIGHT RAYEARTH, BATTLE ARENA TOSHINDEN 2, GUNBIRD

75



77 GAME OVER!

Terry Bogard. Ryu. A language barrier, an excuse to get angry, and once the dust settles, who would be the greatest cross-game fighting champ of all? The blow-by-blow begins here.

80 LETTERS AND UPCOMING

Give us letters or give us death! Plus our first contest.

VOL. 1, #1



9

Welcome to Game On! USA

You will probably have noticed by now—or will, once you flip a few pages forward—that **Game On! USA** is not like other video game magazines.

Flipping through it, one thing you *won't* notice are the crowded pages of ad after ad (so confusingly organized you're never sure which pages are ads, and which are articles). You *will* notice the articles and features you've come to expect: news on games like **Street Fighter Alpha II**, game reviews, a "Newsline" section full of screen art, hints and game strategies, tips and data.

You'll also notice the comics. Not just a few pages here and there, but 56 full pages of thrilling, cliff-hanging action, all inspired by the top-selling video games in Japan and the U.S. For the first time ever, you'll be able to enjoy the exploits of video game heroes such as **Super Street Fighter II's Cammy**, or **Samurai Shodown's** Haohmaru and Nakoruru, who must fight their way through situations dreamed up by the same kind of professional artists in Japan responsible for the game character designs in the first place.

Game On! USA is the answer to the question, Where do I go when the video game is over? It's a tribute to the concept of Japanese comics or manga based on video games—the "electronic manga gaming" of our title—of which the two above-mentioned titles are four-star examples. Phenomenally successful games—whether they star street-fighting martial artists, speeding blue hedgehogs or coin-collecting plumbers—remind us that video games are a part of an entire world of multimedia entertainment. Why enjoy just one facet of a story, when you can do both?

Just like a good manga story, a good game stays with you, even when you're not playing it. Some video game magazines focus exclusively on playing tips and info about the games. **Game On! USA** has that too, of course. But what we also have is the somewhat radical concept that video games can be treated as a total experience, a phenomenon with characters, art, even a continuously unfolding story. Real-time video...digitization...computer and traditional animation... Long before virtual reality became a household word, great video games were already letting gamers like us live out imaginary

lives and thrill to vicarious adventure. Who hasn't held their breath in excitement over the upcoming release of a hot new game, got "in the spirit" of a favorite character, or experienced a true, genuine feeling of satisfaction upon winning a round, or (sometimes even more keenly felt), the frustration of defeat?

Game On! USA will present video games not just as lodes of hints and strategy to be extracted, but for their stories and their history, as well as for their gameplay, with writers who know what's

going on in the jointly linked worlds of manga, anime, and video games in and outside of Japan. We'll bring you the kind of news that breaks in Japan weeks before it's common knowledge here, thanks to our unique relationship as the sister publication of Shogakukan's Japanese **Game On!** magazine. More and more, fans are coming to recognize that Japan is the No. One source for video games, video game news, and video game-related product. If a game developed and manufac-

tured in Japan is scheduled to hit the American market, you'll hear about it here in advance, just as the fans do in Japan.

Viz Communications, the world's leading name in manga and anime in English, has the kind of experience with Japanese comics and animation that can't be provided with an "overseas correspondent" or two. Because we're the U.S. division of one of Japan's largest publishers, we've got what it takes to bring you not only video games and manga, but electronic manga gaming. **Game On! USA** is *your* magazine; like the games we review, we want to be interactive. We hope that you'll like what you see in **Game On! USA**, and that if you have any suggestions or advice, you won't hesitate to share it with us.

Thanks for choosing **Game On! USA**. Now, *you're* at the controls.

Satoru Fujii
Editor in Chief



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Street Fighter II set gameplay standards which were copied for years. Capcom's 2D fighting series holds its own not only among 3D opponents, but in the public eye, with movies, TV shows, and animation that have brought it into the faces of people who've never touched a joystick.

Nine Years in the Streets

In 1987 *Street Fighter* first caught arcade-goers' eyes, or lured them with the sound of *shoryuken* (the legendary Dragon Punch). The extra-large arcade game had huge buttons that had to be punched rather than pressed, and huge screens that allowed a crowd to gather, watching the action. At the time, two-player games were still largely about alternating turns, rather than interacting or competing with your partner. But in *Street Fighter*, Ryu and Ken could fight, and it didn't take long before the best players spent as much time challenging one another as fighting their way to Sagat.

Now, in 1996, *Street Fighter*'s ten enemies and two heroes have expanded to over twenty-five characters, many as well-known as superheroes. What once was just a sequel to an arcade game is now a history, a genre, a hit—*Street Fighter II*.

Capcom conceived *Street Fighter* in 1980, but it wasn't technically feasible at the time. They waited until it was, and in 1985 programming began on *Street Fighter*, which was released two years later. A few games (such as *Kung Fu Master*) already had a one-on-one fighting theme, but none of them had the variety either of opponents or of moves. *Street Fighter* was translated for the PC and the Turbo-Grafx 16, where it was renamed *Fighting Street* for legal title reasons. A basically unrelated and almost totally forgotten game, *Street Fighter 2010: The Final Fight* for the NES, featured Ken as a cyborg racing between planets to fight side-scrolling enemies. (Ken no longer lists this game on his resume.)

From Fighting Street
to the Zero Hour



Street Fighter was a hit, but it is remembered especially for what it brought to its sequel. Ryu, Ken, and Sagat survived the transition, as did Mike, a boxer (whose name became M. Bison in Japan, Balrog in America). The special moves had hit it off with gamers, and Capcom added more when designing the next six playable characters. In 1991 they released the result of their efforts: *Street Fighter II*, introducing Blanka, Guile, Chun Li, Zangief, Dhalsim and E. Honda; not to mention M. Bison (originally known as

the game keep pace with the times. Pirate arcade versions appeared. Tournaments were set up, with a "World Street Fighter Champion" appearing in mask and cape at Consumer Electronics shows. Movie plans were announced. Not only hint books but instructional videotapes (*Street Fighter II: Mastering Great Combinations and Strategies* from Golian Castro Productions) were sold. At one point Capcom sued arcade competitor Data East, claiming their game *Fighters' History* was a *Street Fighter II* rip-off. Capcom lost, but *Fighters' History* never approached *SFII*'s popularity.

Super Street Fighter II was the next step. The graphics were redone, the moves revamped, and an 8-player tournament mode added, but the main jump ahead was the introduction of four new fighters: Cammy, Fei Long, T. Hawk, and Dee Jay (the only character in the series designed by an American artist, James Goddard). It too had a *Turbo* version.

Street Fighter II had truly become the game of a thousand faces. But newer, bloodier games were generating controversy (and publicity), and gamers were beginning to scream in unison "Where is *Street Fighter III*?" Capcom was listening, and assigned the hot new Alpha development team (*Darkstalkers*, *X-Men: Children of the Atom*) to work on a *Street Fighter* project.

Street Fighter Alpha is the prequel to the *Street Fighter II* games, and features popular characters from several Capcom games, including the original *Street Fighter* (Birdie and Adon) and *Final Fight* (Guy and Sodom). Being a prequel, *Alpha* is one of the first fighting games where you can win only, depressingly, to die anyway—after all, if Guile's friend Charlie wasn't killed by Bison, why would Guile be in *SFII*? Every character's ending fits into the *Street Fighter* series continuity. *Street Fighter Alpha II* continues the tradition.

By using classic characters in *Street Fighter Alpha*, Capcom acknowledges that the *Street Fighter II* series is the development of a world, not just a game. Why is Capcom waiting so long before putting out *Street Fighter III*? Probably to make its audience sweat, but possibly also to make something really new—an idea as different from *SFII* as *SFII* was from *Street Fighter*. It's hard to guess how, since *Street Fighter II* is the basis for today's fighting games, but if they succeed they will be remembered into the next century, in the way people play...and fight. ♦

NAME	RELEASE DATE	CHARACTERS	CONTROLS	SPECIAL
Street Fighter	July 1987 (tournament version Nov. '87)	12; 2 playable (Ryu and Ken)	Standard joystick and two buttons (punch, kick)	"Punchable" extra large buttons
Street Fighter II	January 1991	12; 8 playable (Chun Li, Guile, E. Honda, Dhalsim, Zangief, Blanka)	Six Buttons (fierce, medium, and light punch and kick), combo hits	Triggered bidding war over 16-bit translation rights (Nintendo won, followed by Sega)
Street Fighter II Champion Edition	March 1992	12; 12 playable (Balrog, Vega, Sagat, M. Bison)	no major change	New endings and character appearances
Street Fighter II Turbo (SFII Dash in Japan)	October 1992	no change	Enhanced speed, new special moves	Play vs. same character, change color
Super Street Fighter II	September 1993	16; 16 playable (Cammy, Dee Jay, T. Hawk, Fei Long)	no major change	8-player tournament mode, new appearances
Super Street Fighter II Turbo	March 1994	17; 17 playable (Gouki/Akuma)	Enhanced speed, new special & super moves	no major change
Street Fighter Alpha (SF Zero in Japan)	December 1994	13 (Birdie, Adon, Guy, Sodom, Dan, Charlie, Rose)	Air blocking, new counter moves	Hidden characters, 2 players vs. M. Bison, new appearances
Street Fighter Alpha II	Testing began January 1996; limited release March 1996	18 (Sakura, Gen, Rolento)	new Alpha Counters and combo system	New appearances (Dhalsim, Zangief)

Vega), Vega (originally known as Balrog), and the newly grudge-bearing Balrog and Sagat.

And a new type of fighting game was born.

Although techniques such as digitization and polygon graphics have dramatically altered the look of recent games, fighting games are #1 now more than ever, and *Street Fighter II* set the standards. Some analysts think *Street Fighter II* brought life back to arcades, which had suffered from reduced profits since improved home systems kept kids at home. Insiders called it the "Pac-Man of the '90s." Soon Capcom was thinking of new ways to update the madly popular series.

After the smoke of the initial blast cleared, Capcom released *Street Fighter II Champion Edition* in 1992. It was obvious that character was a huge part of the appeal—gamers couldn't even discuss strategy without referring to specific characters—so the bosses became playable. The characters' appearances also changed, becoming bolder and more individual. This was nothing new; Chun Li wore a military outfit in pre-production sketches, Ryu had red hair in *Street Fighter*, and Blanka was originally half tiger.

People still couldn't get enough, and soon improved technology made *Street Fighter II Turbo* possible. *SFII Turbo* was originally intended only for release in the U.S., but its success made Capcom distribute it more widely. *SFII Turbo* was an advance in gameplay, not in plot, but it helped

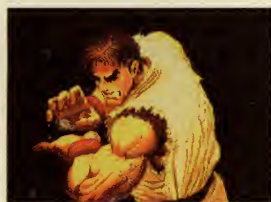




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A Fighter Speaks

An exclusive interview with Capcom Japan R&D

What keeps a game vital for eight different versions and nine years? As games go, the STREET FIGHTER series is a model of longevity. As pictures and news of STREET FIGHTER ALPHA II started to appear, GAME ON! USA was both interested and cautious. How much had the Alpha Counter and combo systems been changed? What about the new characters? What about the backgrounds? Now all these new questions are answered, as well as one old one: whatever STREET FIGHTER ALPHA II is, it isn't STREET FIGHTER III.

What secrets are hidden in STREET FIGHTER ALPHA II, and when will Capcom take the next step to an entirely different gaming system? For answers we spoke to Noritaka Funamizu, Vice President of Arcade R&D for Capcom.

Game On! USA: *Were you involved with Street Fighter from the beginning?*

Funamizu: I wasn't involved until after *Street Fighter II Dash* [*Street Fighter II Champion Edition* in the U.S.—Ed.].

Game On! USA: *Did you expect it to be such a hit? Are there any differences in its popularity in Japan and America?*

Funamizu: We didn't expect it to be such a big hit. As for comparison, we targeted the market to be in the States rather than in Japan, right from the very beginning. We knew since the days of the original *Street Fighter* game that it was more popular in the United States. Most of the time, games tend to be out in Japan before they're ported to the United States, but not in the case of *Street Fighter II*.

Game On! USA: *Did the design team change much over the years?*

Funamizu: No, the main programmer has been the same.

Game On! USA: *What about the most obvious jump in technology, the switch to Alpha's anime-style look? Did it change the basic engine that the game runs on?*

Funamizu: No, it's the same...we just gave it a visual overhaul and made it more graphically attractive. One reason the look came about, starting with *Darkstalkers*, was that it allowed more unique patterns of movement for different characters. Doing it this way allowed us to keep the quality of the games up while allowing it to look better; we wanted to add realistic 3D movement without losing the animated character look.

Game On! USA: *Is there a single "character designer" per se for the entire Street Fighter series?*

Funamizu: There is a designer who did the original characters for the *Street Fighter* series and *Final Fight*...he goes by the pen name of Akiman. He's our main designer; he does characters for almost every game.

Game On! USA: *Do all the different characters have specifically different martial arts styles?*

Funamizu: No, we basically made it from scratch. In general, we don't like to take something that already exists and use it in our games. Our staff loves martial arts and fighting action, whether it's karate or pro wrestling or whatever, and people were probably also influenced by what's out there in anime or manga.

Game On! USA: *Who's the most popular character?*

Funamizu: In Japan, it's Ryu and Chun Li. In America, it's probably Ryu, Guile, Zangief...I guess Guile is considered the main character in the States.

Game On! USA: *Did you have any particular reasons for the new characters in Super SFII, such as Cammy?*

Funamizu: Yes, I thought we should add another girl.

Game On! USA: *Does Capcom have a mascot?*

Funamizu: No, we don't...there was a character called Captain Commando in the past. If we had to pick a mascot, just put any *Street Fighter* character on there and it's Capcom!

Game On! USA: *Where does Gouki [Akuma in the U.S.—Ed.] first show up?*

Funamizu: Super Street Fighter II Turbo.

Game On! USA: *Is it true that Gouki's hidden inside the X-Men game as well?*

Funamizu: Yes, it's true.

Game On! USA: *Is that only in the home version?*

Funamizu: No, it's in the arcade version as well.

Game On! USA: *What was the origin of Gouki? Did you want to have a hidden character?*

Funamizu: The original concept was that we wanted to add a character that was mysterious and really powerful. The fact that he would become a hidden character came up afterwards, after we had discussed it.

Game On! USA: *What's his story?*

Funamizu: He's the younger brother to the master who trained Ken and Ryu [There is a verbal relationship; Gouki translates approximately as "strong ogre," and Gouken, Ryu and Ken's master, translates as "strong fist"—Ed.] He killed Ken and Ryu's master.

Game On! USA: *What is really new about the newer games except multiple hit combos, new tech-nology, and speed?*

Funamizu: As the basis of *Street Fighter*, we wanted to be simple. The controls are very digital; for example, if you get





attacked high, you block high; if you get attacked low, you block low. But that just becomes a memorization game of how to fight an individual. Now, to that basis you want to add analog combinations to add personality to each character.

Game On! USA: *There has been a change in attitude. In the past, people used to ask if they could fight you in the arcades...these days, kids are more aggressive and will just plug in a quarter and attack you with 50-hit combos. Do you think that's the direction these games are going, that you have to know these combos in order to fight somebody?*

Funamizu: Well, we wanted to have lots of combos in *X-Men* and *Marvel Super Heroes*. In *Street Fighter Alpha II*, we're thinking of going back more to the basics and getting rid of the chain combos.

Game On! USA: *Tell me about the original characters in Street Fighter Alpha II.*

Funamizu: Sakura is the new original character. There's Gen, the Chinese old man, from the original *Street Fighter*, and Rolento from *Final Fight*. Also, there are Dhalsim and Zangief.

Game On! USA: *Is there going to be a Street Fighter III?*

Funamizu: Capcom will release *Street Fighter III* when there is a product worthy of that most prestigious honor. When it is released it will be truly amazing.

Game On! USA: *What do you see in the future of hand-to-hand combat games? Can we expect to see more speed, more characters, more combos, or is there something new to look out for?*

Funamizu: We've always tried to update and improve our existing fighting game engine, and have managed to stay one step ahead with the most advanced technology. Our new engine, as in *Marvel Super Heroes*, features an infinity counter, mid-air blocks, unique power-ups, super jumps.

Game On! USA: *Does Capcom plan to make polygon-based games? I noticed that you were distributing Toshinden 2 in the arcades. As a high-ranking member in development, do you want to get into polygon games?*

Funamizu: Capcom currently has games in production using polygon technology. One such polygon game is *Star Gladiator*, which features Capcom's brand-new 3D polygon technology, which will be available late this year for both the arcade and consumer markets.

Game On! USA: *What's your favorite game?*

Funamizu: *Super Street Fighter II Turbo*.

Game On! USA: *Do you have a reason for that?*

Funamizu: When I think of all the games we've created and all the feedback I've got from the players, their suggestions were exactly what we had set out to do in *Super Street Fighter II Turbo*.

Game On! USA: *Do you have any stories about secrets, things you hid in a game?*

Funamizu: Well, we decided to add new modes and hidden characters into *Street Fighter Alpha*, and we were going to keep quiet about it, and not let anybody know until maybe the point when people had forgotten about the game. But within a week of its release it was all over the place, on the Internet and published in various magazines.

Game On! USA: *Where does this information leak from?*

Funamizu: Where does information like this leak from? [LAUGHS]

Game On! USA: *You mean information like the hidden character Dan, for instance.*

Funamizu: That was a big shock to me.

Game On! USA: *So what's Dan's story?*

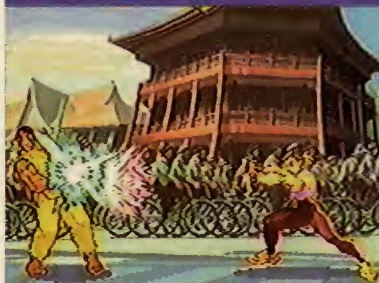
Funamizu: Mmmm...if I told you anything it'd have to be off record. [Plans for Dan apparently existed before Alpha, as an unattributed picture of Dan appears on page 16 of the 1994 *Secrets of Shadoloo*, a supplement for *Street Fighter: The Storytelling Game*.—Ed.]

Game On! USA: *Do you have a message for American game players?*

Funamizu: Whoa, that's hard...please enjoy the *Street Fighter* series from now on. We'll do our best to make something that players can enjoy. Thanks! [LAUGHS] ♦



PLAY TESTS: Street Fighter Alpha 2



While its name suggests that it is a sequel, *SFA2* feels more like the complete version of the original *SFA* game.

SFA2 seems to recognize and fix almost every complaint fans had with *SFA*. For example, *SFA2* has at least 18 playable characters as opposed to only 13 from *SFA*. Of the five new characters, Sakura is the only original character design. She is Ryu's #1 fan and has made it her mission to find him. Each character now has their own original background and unique voice. In *SFA*, there were only six unique backgrounds, all of which were poorly drawn and pathetically animated. *SFA2* also contains entirely new and nicely animated endings for each character. *SFA* had limited graphics and almost no animation for its ending sequences.

Along with the amazing new graphics and audio, Capcom has also included a ton of new gameplay techniques. Every character now has two different Alpha counters and a variety of different options when rolling. However, the biggest new gameplay addition to *SFA2* is the Custom Combo. This feature doubles the speed of your character and then allows them to interrupt from one attack into any other attack instantly...up to 38 hits.

Once again Street Fighting fans everywhere have reason to rejoice and post all new rumors on the Internet. As for the rest of us, it's just another version of that six year old *Street Fighter* game.

Eric Suzuki



Out of the Arcades

A World of Warriors

Street Fighter II and its successors have always had more appeal than just gameplay. People became used to its colorful, well-animated heroes and, along with them, the story. The characters, always including the originals, Ryu and Ken, are on T-shirts, board games, action figures, kites, underwear, and pogs, have been played in movies, spoken for in animation, and made into Halloween costumes. By now, it is more than the sum of the games. Whether people will be telling stories about how bad Dhalsim is 1000 years from now is anyone's guess, but consider the many forms *Street Fighter II* has taken in just five years.

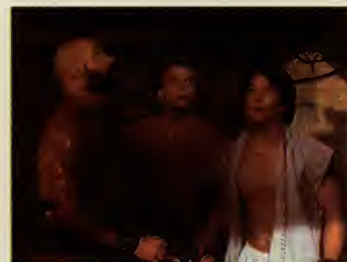
STREET FIGHTER: THE MOVIE

When Capcom had the idea for *Street Fighter* in 1980, they probably didn't realize that their homage to karate and kung fu films would someday inspire movies on its own. December 1994 saw the release of *Street Fighter: The Movie* ("The ultimate battle"), produced by Capcom and Columbia Pictures and rated PG-13. The advertising emphasized the presence of action star Jean-Claude van Damme (*Kickboxer*, *Universal Soldier*) over the video game tie-in. The movie strays from the *Street Fighter* premise, focusing instead on Colonel Guile (van Damme, who declined to have his hair styled like Guile's blond *Eraserhead*) and his commandos' effort to rescue hostages from M. Bison's terrorists. Other stars included pop singer Kylie Minogue, as Cammy; Raul Julia (*Kiss of the Spider Woman*, *The Addams Family*), who died shortly after filming, as M. Bison; and Byron Mann (who recently appeared in the *Crying Freeman* film) as Ryu. The street fighting element is largely replaced by a military plot in

the jungles and slums of the Southeast Asian country of Shadowloo (filmed in Australia). Any resemblance of Shadowloo to Vietnam is probably purely coincidental.

The movie contains action and humor, but many feel it tries too hard to work in every *Super SFII* character. Blanka becomes a victim of an experiment, E. Honda becomes the cameraman for journalist Chun Li, and Dhalsim, most confusingly, becomes a pacifistic scientist. Nevertheless, despite poor reviews, *Street Fighter: The Movie* was well-received at the box office. *Street Fighter: The Movie* was the directorial debut of Steven E. DeSouza, screenwriter for *48 Hours* and *Die Hard I* and II.

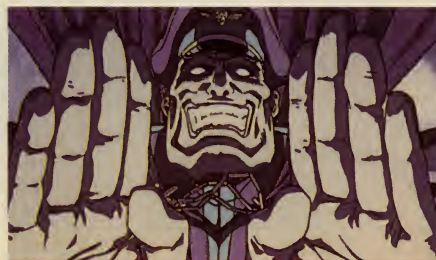
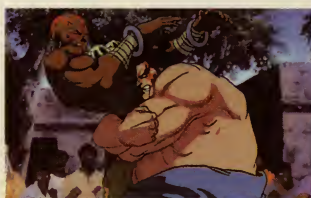
The 1993 live-action *City Hunter* movie starring Jackie Chan also featured *Street Fighter II* characters, in a scene when Chan and a villain brawl in an arcade and push one another inside the game.



STREET FIGHTER II: THE ANIMATED MOVIE

This full-length Capcom anime feature directed by Gisaburo Sugii (*Night on the Galactic Railroad*) was released by Renegade Video on January 16th, in both Unrated and PG-13 versions. Heavily hyped, containing short selections of music from bands like Alice in Chains and Silverchair, *Street Fighter II: The Animated Movie* is impressive. The animation quality is high, particularly during the fight scenes (which reproduce the arcade moves perfectly), and many fans approved of the English dubbing. The story involves the rivalry between Ryu and Ken, and M. Bison's attempt to control the world's street fighters, this time through brainwashing. Thanks to character designers, Bison looks breathtakingly evil. All the characters in *Super SFII* appear, although some only briefly, given time constraints.

SFII: The Animated Movie is violent, with everything from blood to spinal injury, and a scene involving automatic weapons is cut out of the PG-13 version. Aside from this, the Unrated version differs from the PG-13 version largely due to lots of swearing and a brief shower scene with Chun Li. Even the Unrated version is missing some Japanese footage (primarily more of the shower scene).



STREET FIGHTER II V



In Japan, **Street Fighter II** quickly made it to television, and 29 half-hour episodes were released in the TV series **Street Fighter II V** which ended recently in 1995. The anime-style episodes follow various characters, chiefly the young Ken and Ryu, with a much more complex and less hurried globe-trotting plot than the movies. American watchers have their own cartoon from Graz Entertainment, the makers of the **X-Men** and **The Tick** shows. **Street Fighter: The Animated Series** airs on the USA network.

STREET FIGHTER: THE STORYTELLING GAME

Released in 1994 by White Wolf Game Studio, **Street Fighter: The Storytelling Game** recreates the world of **Street Fighter II** and lets you act out a character within it, in the style of tabletop games such as **Dungeons & Dragons**. The rules let you play the original characters (up through **Super SFII**) or pick martial arts to make a new fighter, including behind-the-scenes story elements such as whether you have a fight manager, an oath of revenge, etc. **Street Fighter: The Storytelling Game** develops the Street Fighter background in far more detail than the arcade. In addition, it is compatible with White Wolf's **World of Darkness** games, meaning your homemade street fighters can meet up with vampires, werewolves, etc. (although neither fighting games nor the horror genre may ever recover from the collision...).

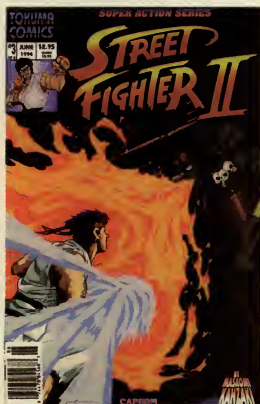


COMICS

There are too many Japanese **SFII** comics titles to list (not to mention American titles by such companies as DC), including comics which follow specific characters (**Super Street Fighter II: Cammy**). In 1994 Tokuma Publishing released an 8-issue color **Street Fighter II** limited series by Masaomi Kanzaki, the self-contained plot of which followed Ryu and other contestants on the crime-ridden man-made island of Shad, working their way up the street fighting circuit. The grand plot concerned M. Bison's attempt to conquer the

world using Doll, a drug which allowed Bison to control junkies' minds. Blanka (and, involuntarily, Ken) served M. Bison's forces of evil, while Balrog was portrayed almost sympathetically. Interestingly, Gouken, Ken and Ryu's childhood trainer, also made an appearance.

A six-part comic adaptation of **SFII: The Animated Movie** by Takayuki Sakai, slightly gorier and with some different scenes, was published in Japan in 1994. It has been released in America by Viz Comics, beginning in March.



SON OF STREET FIGHTER: RELATED GAMES

STREET FIGHTER: THE INTERACTIVE MOVIE (HOME SYSTEM)

A Japanese Capcom game using over an hour of footage from **Street Fighter II: The Animated Movie**, it lets you play M. Bison's cyborg, gathering data on other street fighters and learning their moves before challenging them and, ultimately, Ryu. Gameplay in the fighting scenes is similar to **Super Street Fighter II**. Alas, the dubbing and translation job is so formidable that the game is unlikely to be released in America. Capcom may, however, import 2-3,000 Japanese copies to sell by phone to diehard fans, so keep reading for future news.



STREET FIGHTER: THE MOVIE (ARCADE)

Street Fighter: The Movie was an American attempt to create a Street Fighter game using **Mortal Kombat**-style digitization. Capcom decided to produce the game out-of-house, although the lead creator of original **Street Fighter**, Yoshi Okumaru, supervised development. The original actors from the film posed for the game, making this Jean-Claude van Damme's first appearance in a video game (now where are Schwarzenegger and Stallone?). **Street Fighter: The Movie** (fully released January 1995) featured 21 characters, of which 17 were playable. The new characters included such little-known fighters as Blade (a knife-throwing evil soldier), Arkane (a sorcerer), Colonel Sawada, F-7, Kyber, and Snake. The makers threw in five hidden backgrounds, regeneration moves, desperation moves, new playing modes (Tag Team, Invisible Tag, No Supers...), and many other secrets.

Unfortunately the arcade **Street Fighter: The Movie** was not a hit with many fans, who either disliked the new gameplay, disliked the video quality (such as the gray-and-sepia movie backgrounds), or preferred the characters in the original manga style.



STREET FIGHTER: THE MOVIE (HOME SYSTEM)

Although the arcade version performed only fairly, the home version of **Street Fighter: The Movie**, for Saturn and Playstation, was a surprise hit during the 1995 holiday season. Capcom sold the home version rights of **Street Fighter: The Movie** to Acclaim, who made a much different game, altering the moves and characters. Colonel Sawada, the Allied Nations soldier, is the only new playable character to remain. While some gamers were indifferent, others enjoyed the simplification and retouched graphics, and the Street Fighter name also contributed to make the game a success.





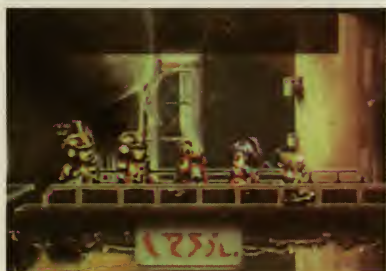
Beyond the Beyond

Sony Plays Roles with Beyond the Beyond and Arc the Lad

Sony Computer Entertainment America releases their first official U.S. RPG with *Beyond the Beyond*, due in stores in June, to the surprise of some who thought Sony did not support the genre. *Beyond the Beyond* involves Finn, the hero, his dragon buddy Steiner, and other characters who fight evil forces from underground. The second SCEA RPG for the Playstation will be *Arc the Lad*, which premiered in Japan in September 1995 to sell over 400,000 copies, and is expected in America at the end of 1996. *Arc the Lad II*, which is three times bigger than its prequel (and allows you to use your saved characters from *Arc the Lad*), is already scheduled for release in Japan this summer.



Arc the Lad II



Arc the Lad I

D Developers Flirt with Playstation, Saturn

Warp, the game developer primarily known for *D* for the 3DO, announced its plans for the original Playstation game *Enemy Zero*. While *Enemy Zero* takes place in a high-tech setting (aboard a spaceship), some of the horror of *D* will be an element, using motifs such as the sadness of the digital age where human relationships are as transitory as phone connections. The main character is Laura, the heroine from *D*, although the titles are not otherwise related. Puzzles will involve the spaceship machinery and high-tech artifacts. The title refers to "the unseen enemy." While *D* was rendered on an Amiga, *Enemy Zero* will use the same Silicon Graphics technology used for the Ultra 64, as well as the software N-World and Power Animator, for realistic effects such as smoke.

Enemy Zero has been turned down by Sony once, and is still in negotiation; Sony's policy is opposed to the bloodiness of Warp's games, and Warp has threatened to stop production on the Playstation rather than censor their works. Late-breaking reports have them considering the Saturn as an alternative. Warp is also developing *D2*, the sequel to *D*, for the 3DO's new M2 system.



Tekken 2

Tekken 2 for the Playstation (released in Japan March 29) is scheduled for U.S. release in the 3rd Quarter 1996. The home version incorporates features from *Tekken 2 Ver. B*, including characters such as Roger, Alex, Devil Kazuya and the Angel. In addition, several new modes are available, including a "team battle" with up to six players per side, "survival mode" (get as far as you can on one life meter), and practice mode. New opening and ending movies are included, and the algorithm has been adjusted for the home console.



Square Switches Sides, Plans Final Fantasy VII

The Japan-based Square Soft, the company responsible for the **Final Fantasy** series and **Chrono Trigger**, announced February 12 that they would produce future games, notably the long-awaited **Final Fantasy VII**, for the Sony Playstation rather than the Nintendo 64.

"We've been extremely successful with Nintendo," said Mirko Freguia of Square America. Although its ties to Nintendo are currently severed, Square did not rule out the possibility of developing Nintendo 64 products in the future.

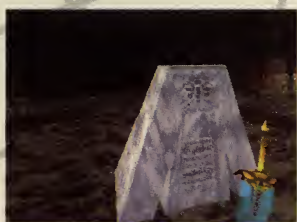
Square enters the PSX market with **Final Fantasy VII**, scheduled for Japanese release in December. The fully polygonal **FFVII** features three-quarters 3D viewpoints (such as in **Alone in the Dark** and **Resident Evil**) in exploring scenes, with fast-moving cinematic viewpoints and camera changes in combat. "Cloud" is the main character, "Aerith" the female character, and "Barret" your large ally with a cybernetic gatling gun. The action takes place in the city of Midgar and elsewhere. The game will fill two CDs.



NETLINE

Online services are rare in Japan, but here we're luckier. You can find **Game On! USA** on the Internet at <http://www.j-pop.com>. This month's feature compares **King of Fighters '95**, SNK's first 32-bit licensed game, on the Neo Geo CD and the Sega Saturn. Which version is better? "There can be only one!..." Plus the WWW newswire: faster than the presses, and more screen shots to boot.

Get online and **Game Online!** Remember to e-mail us at game_on@sirius.com.



King's Field III

The Japanese company From Software announced the May release of **King's Field III** in Japan. The successful American adventure game **King's Field** from Ascii Entertainment Software is a port of the Japanese **King's Field II**, and the third installment will also certainly come to America, although no release date has been

announced. **King's Field III** allows more freedom of movement, not just as a linear adventure but as a world to inhabit; one player described the series as being "like a visual MUD," referring to the Internet's Multiple-User Dungeons.

Galaxian 3

The Playstation release date of the arcade game **Galaxian 3**, a 3D Namco shooting game set in what Namco refers to as the Galaxian universe, has been pushed back from a planned April release. The home version has added features such as shooting contests between players, play with up to four players, saved games, and a feature that rates your shooting statistics and saves it on Memory Cards. (After which you can generate a CPU-controlled player with your own statistics, and effectively test your skills against yourself!) There are also four new types of weapons which were unavailable in the arcades. **Galaxian 3** will be a striking change from the 2D **Galaxian** shooters.



Cels and CD-ROMs

Japanese game releases up to June based on anime and manga.

Sailor Moon

Watchers of Fox's **Sailor Moon** television series, or the original anime, should prepare for the Playstation's **Sailor Moon Super S: Battle for the True Starring Role** by Angel. A curious addition to the *Sailor Moon* games, it uses polygon graphics for the opening sequence, but the action is traditional 2D one-on-one fighting. The combat uses motion-captured figures, leading to a **Mortal Kombat**-like look. Special moves, such as magically appearing giant harps and pegasi, abound.



Evangelion

This adventure game is based on and made by Studio Gainax, the same production team which created the original Japanese TV series. The interesting premise remains the same: mankind must fight off robotic forces of "angels," sent by God to destroy humanity as part of the cosmic cycle. Story develop-



Macross Digital Mission VFX

This Bandai Playstation game based on the entire **Macross** series (known in the States as **Robotech**) features designs by Haruhiko Mikimoto, the original character designer for the first two *Macross* TV series and concepts for **Macross 7**. The game is a 3D air combat simulator, with the special feature that your planes can transform in midair into mecha, including a vari-

ety of units from the original *Macross* to *Macross 7* and *Plus*. The graphics look extremely good, and this is the first opportunity for *Macross* fans to see all the Valkyries in polygon form. Plots for the different missions are also borrowed from or inspired by *Macross*; in one, you rescue members of an idol group called the Milky Dolls. *Macross Digital Mission VFX* is scheduled for Japanese release in June.

Gundam Ver.2.0

The sprawling **Gundam** space opera was brought to the Playstation last year, with the impressive polygon-graphics *Gundam* from Bandai. The new version (effectively a kind of **Gundam Remix**) is updated with a Story Mode, new openings and new character animation clips. Not only visuals, but new mechs and less load time make the game more diverse and user-friendly. Now the mecha can climb and stand on landmarks, such as buildings and mountains, and cause collateral damage to small vehicles and objects.

Gundam Ver.2.0 was released in Japan in March and, despite the number of *Gundam* fans, U.S. plans are unknown.



Cobra: The Psycho Gun

Buichi (**Space Adventure Cobra**) Terasawa's series of action espionage, fea-

ture scantily clad women and the intensely powerful psycho gun, reaches the Playstation in a Takara game scheduled for May 24th Japanese release. The game has five chapters for a total of 23 stages, leading up to the battle against the final boss, Crystal Boy. The polygonal graphics involve corridor stalking (as you shoot down fleeing foes) and helicopter flying, leading to an experience similar to **Virtua Cop** and **Doom**.

Terasawa's **Cobra** series was previously brought to game form as **The Space Adventure** by Hudson Soft for the now-obsolete Sega CD.

Arcade Line

Calling all quarters! Overseas titles that may hit home.



Psychic Force (Taito)—A 3D fighting arcade game of psychic battle, with some contenders in cybernetic limbs and black-leather clothes, fighting in heavy urban areas. The game engine resembles the **Toshinden** series, but characters can literally float in the air, and use psychic attacks and shields rather than swords, etc. In terms of the glowing, visual psychic powers presented, the game more resembles the manga series **X** than (relatively) subtler shows of telekinesis such as **Mai: The Psychic Girl**.

Dead or Alive (Tecmo)—One of several fighting games debuted at the 1996 Japanese AOU show, **Dead or Alive** uses a Model 2 board just like **Virtua Fighter II**. 3D morphing technology, and graphics animated from actual human movement, allow such precision that individual muscles can be seen flexing. The controllers are a joystick plus three buttons, intended for beginners, with the standard hits, throws, and grabs.



Western Front

American comic and multimedia gaming



The Main Man

Fans of DC Comics' rudest brawler (anyone who beats up Superman, and only fails to finish the job because he's too drunk, wins this title) take note that **Lobo**, a 16-bit fighting game for SNES and Genesis, will be released by Ocean in May.

Lobo, a motorcycle-riding, cigar-smoking mercenary, is one of DC's most popular characters. Savage fighting rendered from clay models, including special moves like ramming grenades down your enemy's throats, should appeal to the fans who made the 1993 comic **Lobo** a hit.

Threshold of Zork

Not only fighting games have movies and TV shows, apparently, as Activision announced February that its **Zork** series of puzzle-solving games (which started with Infocom's text-based **Zork I** in 1981) will be turned into a live-action television series by Threshold Entertainment, the same company which brought **Mortal Kombat** to the screen. The **Zork** series has also made it to Japan, with a 32-bit **Zork I** (with some graphics added) as well as **Return to Zork**, which incorporates full-motion video, for the 3DO. The humorous, but thought-provoking, underground exploration premise continues in new forms.



Game On! Japan's Top Ten Games

This top ten list is based on sales, overall popularity, and industry expectations compiled by Game On! Japan, one of the leading cross platform game magazines in Japan. The following list appeared in its April 1996 issue.

#1—**Super Donkey Kong 2: Dixie & Diddy**
Super Famicom/Nintendo/Action-Adventure
This game (U.S. title **Donkey Kong Country 2: Diddy Kong's Quest**) was so popular when it was released in Japan that not many people had the chance to buy it; availability sank to 65% of retailers. The Super Famicom (or Super NES) is still one of the most popular Japanese systems.

#2—**Super Robot Wars 4 Scramble**
Sony Playstation/Banpresto/Simulation
This tactical simulation game featuring sparring Super Deformed (i.e., small-bodied and cute-looking) robots from anime series such as **Gundam**, **Dunbine** and **Mazinger Z** was a popular Japanese title even before it was released. Strategy games are much more popular in Japan than in the States.

#3—**Dragon Quest 6**
Super Famicom/Enix/RPG
The **Dragon Quest** series (U.S. title **Dragon Warrior**) is one of the best-selling games in Japan, and has been for a long time. Tried and true, its cross-generational good reputation holds its own among newer polygon games.

#4—**Battle Arena Toshinden 2**
Sony Playstation/Takara/Fighting
Released between Christmas and the New Year, the sequel to one of the Playstation's first and best-publicized games still has a strong following.

#5—**Virtua Fighter 2**
Sega Saturn/Sega/Fighting
In Japan Sega's AM2 development team and its leader, Yu Suzuki, are very popular. In the beginning it sold well because of the arcade game, but now many people are buying it for the interesting characters themselves.

#6—**Street Fighter Zero**
Sega Saturn/Capcom/Fighting

#7—**Ridge Racer Revolution**
Sony Playstation/Namco/Racing

#8—**Sega Rally Championship**
Sega Saturn/Sega/Racing

#9—**Street Fighter Zero**
Sony Playstation/Capcom/Fighting

#10—**Super Momotaro Train DX**
Super Famicom/Hudson Soft/Board Game

FROM PIXEL TO PANEL:

MANGA GAMING COMES TO THE U.S.

In the U.S., it's comics into games. In Japan, it's just the opposite.

by Jason Thompson & Trish Ledoux

With the exception of a few, high-profile hits—*Street Fighter II* or *Mortal Kombat*, for example, both of which fall firmly within the “based on the bestselling video game” variety—the usual trend in the U.S. is for comic books to be made into video games, not vice versa. In the U.S., popular comic book series such as *Batman*, *Superman*, and *X-Men* have all enjoyed the cross-promotional success of video game spin-offs; in Japan, it's far more likely that the *Batman*, *Superman*, and *X-Men* video games themselves would have inspired the comic versions.

Comics and video games are similar in that both stimulate the imagination while simulating action. A well-designed page layout which includes the thoughtful use of techniques such as varying the size of panels, the spaces *between* panels, and the shape of the panels themselves goes a long way toward countering the notion that comics are a passive medium; by the same token, a well-designed video game is more than what may appear at first glance to be uninspired graphics and endless, mind-numbing repetition. In a day and age where jargon such as “multimedia” and “interactive” have entered the common usage, it should come as no surprise that both comics and video games draw upon the same cultural (and countercultural) sources. There's no reason why the two media can't be seen as sides of the same entertainment coin.

And yet, in some ways, video game-based comics suffer from a sort of double-prejudice: first, because of their “based on the bestselling video game” origins, which lead critics to assume that any story must necessarily be superficial; second, because despite the emergence of more and more “alternative” comics in U.S. bookstores (such as the refreshingly diverse subjects and genres of Japanese comics, or “manga”), to the American mainstream public, comic books are still seen, by and large, as “for kids only.”

Unlike the U.S., in Japan manga has managed to escape this notion, and are enjoyed by all segments of Japanese society—everyone from preschoolers to college students and housewives to office workers—as a recognized form of popular culture. Riding a rush-hour train in Japan, you might be surprised to see not only six-year-olds, but sixty-year-olds, staring fixedly at their telephone book-sized weekly or monthly manga compilations (one figure puts a top-selling boys-oriented weekly, *Shōnen Jump*, at an astonishing *four million copies per week*!).

Manga is becoming more common in the U.S., although the number of (translated) Japanese comics sold in the U.S. is still just a drop in the bucket compared to the seemingly endless number of superhero titles, superhero title spin-offs, and would-be superhero title spin-offs. When Americans do read manga in translation, they usually read the titles which in Japan are published in the boys' weeklies, such as *Ranma 1/2*, *Oh! My Goddess*, or the made-in-the-U.S.-but-inspired-by-Japan manga parody comic, *Ninja High School*. Although in Japan manga encompasses a staggering range of genres—everything from sports, to cooking, to romance, to mah-jongg—in the U.S., the selection is generally limited to those titles which appeal most to America's main comic book-buying audience: teenage boys.

Pioneers such as artist/storyteller Will Eisner and comics artist and analyst Scott McCloud have shown us how skillfully comic books can employ art and storytelling techniques to actively solicit and hold the reader's attention. Today's video games are exciting because they do exactly the same thing, doing what both media do best: telling stories, and involving the reader/player in an interactive adventure.

With manga in Japan such a big part of the pop culture landscape, it's only natural that its spiritual cousin, the video game, should occupy a similar position of interest and respect. In the Japan of the mid-'80s—when a video game boom much like the one we're currently enjoying here in the U.S. raged—video game experts became celebrities *du jour*, some of them even hosting their own TV shows or (you guessed it) video games. In Japan, there's manga not just *about* video games but, in a uniquely Japanese metaphysical twist, manga about famous video game players *playing* video games, generously offering hints, tips and strategies along the way. (Imagine watching movies about Siskel and Ebert watching movies!)

Comics and video games are escapist media—they let us escape our stresses, our worries, enabling us to step (at least temporarily) into the shoes of different and therefore, somehow *more interesting* people than ourselves. Even in the U.S., where our video game industries are only just beginning to match the thrilling technical innovation and “every person for a game, and a game for every person” philosophy of Japan, we're used to games which let us pilot wedge-shaped spacecraft through meteor fields, dress up like a plumber and fight gorillas, or even become a gorilla ourselves and go head-to-head with 400-lb. heavyweights.





Perhaps because the manga tradition is so well-established in Japan, video games there offer a similarly stunning diversity, offering "simulation" games (such as *Graduation*, where you in your role as a male high-school teacher nurture five wildly different girls through the typical situations and crises of young adulthood), "role-playing" or RPG games, which are similar to "simulation" games but generally involve less strategy and a more traditional D&D™-type fantasy element; even "gambling" games such as video pachinko for your Game Boy or the above-mentioned mah-jongg for your Nintendo.

If you're still not convinced about the manga-video game link, consider this: in Japan, there is monthly magazine called Monthly Comic *Gamest*

For a manga artist, it's a coup to be asked to design characters for a video game.

which is devoted *solely* to manga based on video games. (A recent issue, for example, featured manga based on video game titles as diverse as *King of Fighters*, *Parodius*, and *TwinBee*.) Other popular manga-gaming titles (some of which you'll be seeing right here in this magazine) include *Tekken*, *Battle Arena Toshinden*, *Fatal Fury*, *King of Fighters*, *Samurai Shodown*, *Virtua Fighter*, as well as the ubiquitous *Street Fighter II*.

As you can probably guess from the above examples, when it comes to manga gaming, the

best-represented genre has got to be the fighting game, although RPG-based manga have their own following. When RPG games by especially popular manufacturers go on sale in Japan, competition to buy them is so fierce, customers routinely show up the night before and camp out in line, sleeping bags and all. Once the RPG games are purchased, there's still an accessibility issue—often, the most bitter fights among siblings in Japanese households revolve around who gets the next crack at the most recent RPG (causing, at least in one extreme example, a disgruntled younger sibling to set fire to the house because his older brother wouldn't let him play the popular *Dragon Warrior 4*).

Despite inroads made by games such as *Chrono Trigger* and the *Final Fantasy* series, RPGs in the U.S. are still under-represented, especially in comparison with showboating "fighting" titles for the PlayStation or Sega Saturn such as *Toshinden* or *Virtua Fighter*. One guess why fighting games are so much more popular here than RPGs may be the nature of a fighting game's fast, non-repetitive play. There's also a competition angle to consider (with the exception of multi-player RPGs such as *Secret of Mana*, most RPGs are single, solitary adventures). Before games like *Street Fighter II*, it used to be you vs. the computer. Now, it's you vs. your best friend (or enemy, or brother, or sister), meaning that no matter what social pundits may say about video games promoting anti-social behavior, there's at least *some* social interaction between people playing a video game (unlike, say, a movie, where they *Shhh!* you if try and talk to your companion).

The emphasis on action over dialogue in manga (as compared to typical U.S. superhero comics, which can involve balloon after balloon of talky exposition) is something which lends itself well to video game transitions. The quick, action-oriented art style is ideal for video game stories, simulating motion with special effects; observe how in fighting game-based manga, "speedlines" dominate the page (two good examples: *Samurai Shodown* and *Super Street Fighter II: Cammy*). The fully realized characters of manga are another good influence on video games; the characters of today's best video

games are almost strong enough to carry the games by themselves.

Many popular manga artists in Japan actually do hire themselves out as video game designers from time to time. Akira Toriyama, creator of the



long-running manga and anime series

Dragon Ball, has done character designs for both the *Dragon Warrior* series and the recent, U.S.-released *Chrono Trigger*; Masamune Shirow, über artist and creator of the immensely popular *Appleseed*, *Black Magic M-66*, *Dominion*, and now, *Ghost in the Shell*, worked on the currently-available-in-Japan-only game for the PlayStation, *Horned Owl*. For a manga artist, it's a coup, of sorts, to be asked to design characters for a video game; Yoshitaka Amano, credited with "character concepts" for the anime video *Vampire Hunter D*, is so strongly associated with the *Final Fantasy* RPG series that for some fans, the two series are inextricably intertwined in their minds.

Manga and video games are a natural match. What better way to get to know a certain character than to actually *become* that character, if only for a while? 1996 is being touted as the "Year of the Video Game," after all; what better way to explore the inextricably intertwined worlds of manga and video gaming—manga gaming—than to wade in both pools at the same time? Read the comic; play the video game... Isn't that how the saying goes?

Now, with *Game On! USA*, you can do both at the same time. ♦

Manga Features

SUPER STREET FIGHTER II: CAMMY



Although relatively new, Cammy is one of the most popular *Street Fighter* characters, popular enough to get her own six-issue hit limited series (there have been multiple *Street Fighter* comics, by entirely different creative teams). It was first published in 1994 in Japan in the monthly *Shonen Sunday Comics Special*. Cammy has also been the protagonist of over three Japanese *novels* (not comic books).

Super Street Fighter II: Cammy explores 19-year-old Cammy's background; her commando training in the U.K., the years she lost to amnesia, and the encounters with M. Bison and

his minions that changed her life. The plotline is not directly tied to the *World Warriors* tournament, instead introducing many new characters... although some old faces, such as Guile, also show up.

The art of Masahiko Nakahira perfectly replicates swift fighting scenes and the characters and moves from the original arcade game. In spy-story style, the plot stretches from the streets of London to the sinister corridors of secret organizations, drawn with flair, balance, and attention to high-tech equipment.



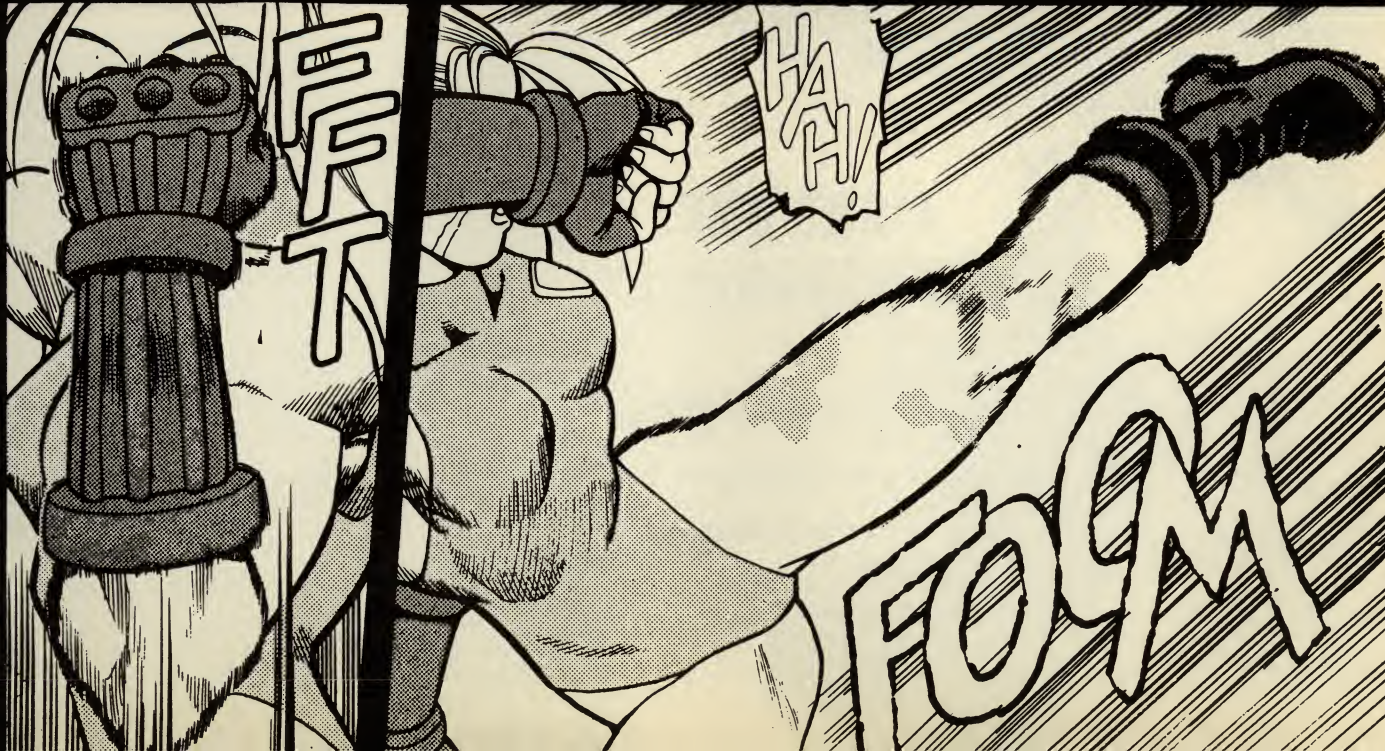
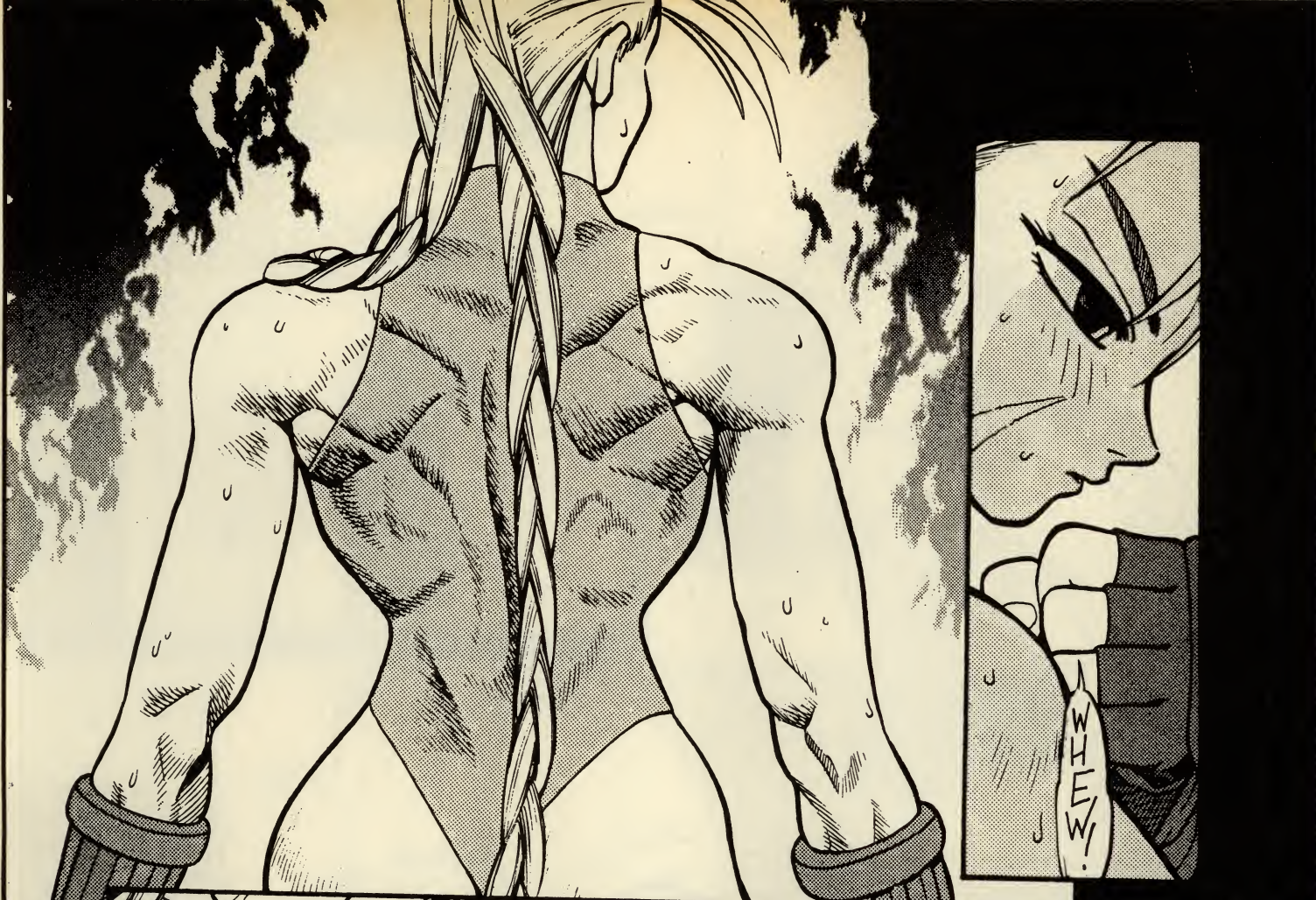
SAMURAI SHODOWN

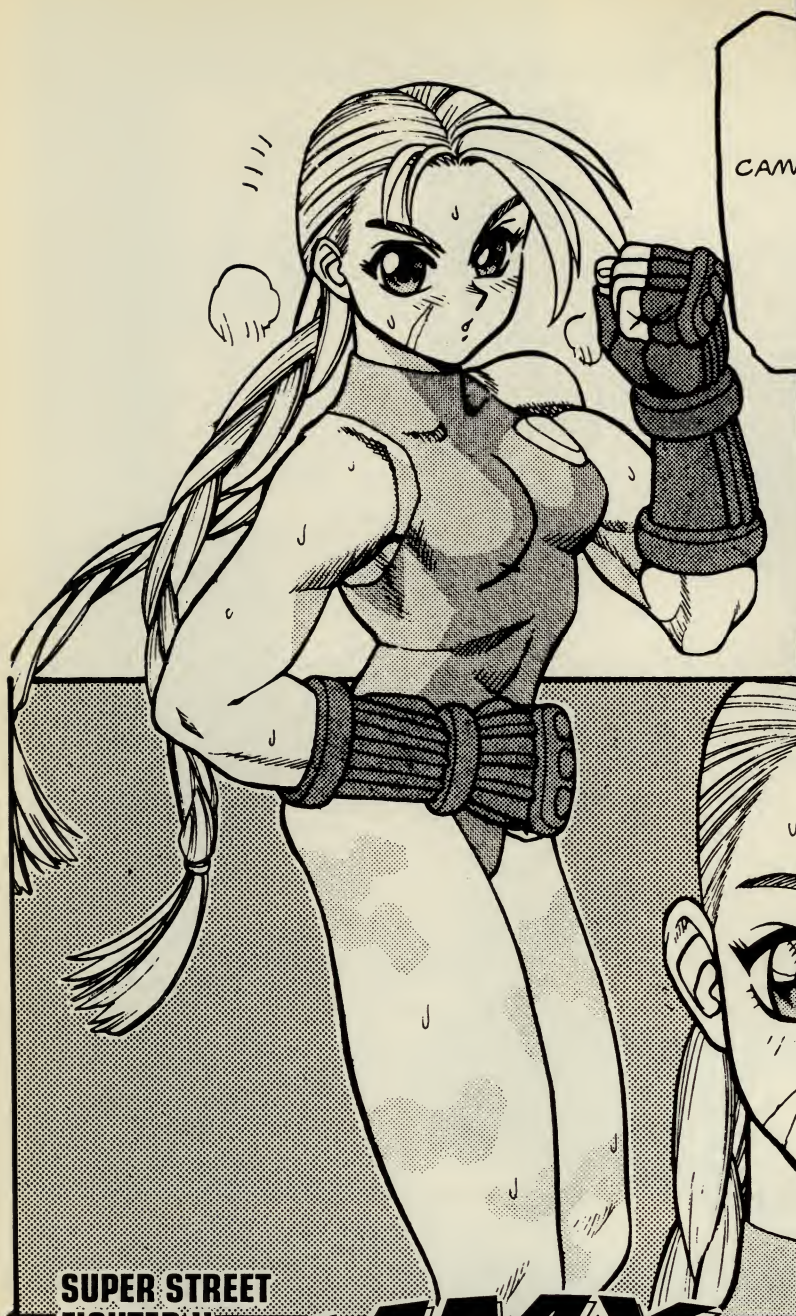
The *Samurai Shodown* series, known as *Samurai Spirits* in Japan, is another game that successfully made the transition to comics. Like *Super Street Fighter II: Cammy*, it first appeared in 1994, running in *Shonen Sunday Comics Special* under the writer-artist team of Kyoichi Nanatsuki and Yuki Miyoshi.

Samurai Shodown takes its story elements mostly from the original game, although it also features some material from *Samurai Shodown 2*. The main characters are Haohmaru and Nakoruru, the strong, arrogant samurai and the fighting girl from the provinces with her trained eagle. Together they travel across feudal Japan, encountering black magic and strange creatures as they oppose the disciples of the Dark Kingdom. Other familiar characters, such as the swordswoman Charlotte, also appear on the sides of chivalry or treachery.

The artist, Yuki Miyoshi, is known for other action-oriented manga series; here his sweeping swords and loose, fluid style make it fast and appealing to read. The character designs are changed slightly from the video game, but still recognizable. As with *Super Street Fighter II: Cammy*, this is the first appearance of this manga in English.







CAMMY.

THE CHIEF
WANTS
TO
SPEAK
WITH
YOU.



THE
CHIEF
...?

**SUPER STREET
FIGHTER II**

CAMMY

**FIGHT ONE:
ENTRANCE EXAM**

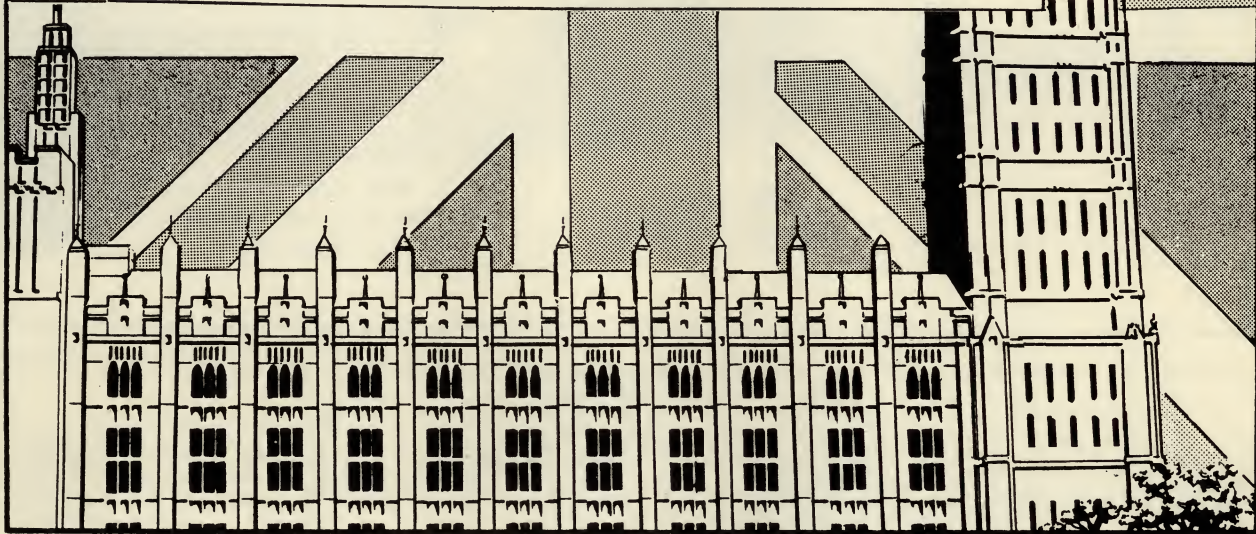
Story & Art by **MASAHIKO NAKAHIRA**

English Adaptation by **JAMES D. HUDNALL & LILLIAN OLSEN**

Lettering & Touch-up by **MARY KELLEHER**

© CAPCOM

MI6: British Intelligence Agency
Created to counter the threat of hostile nations and terrorist activities, MI6 has played a vital role in maintaining the peace and security of the British Empire. Cammy has just graduated from the intelligence training academy with outstanding marks. She requested to be assigned to the elite Special Operations Unit led by Colonel Wolfman.

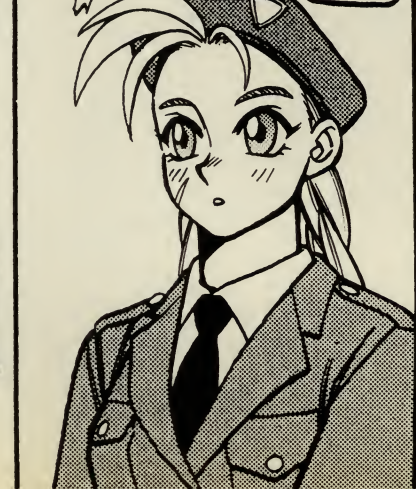
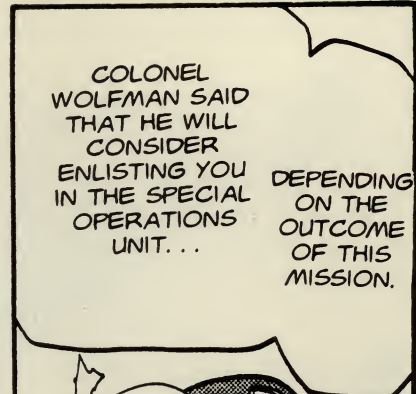
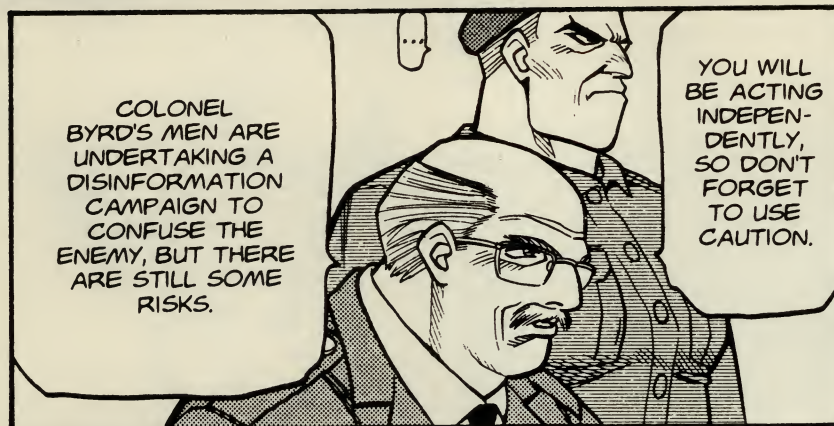
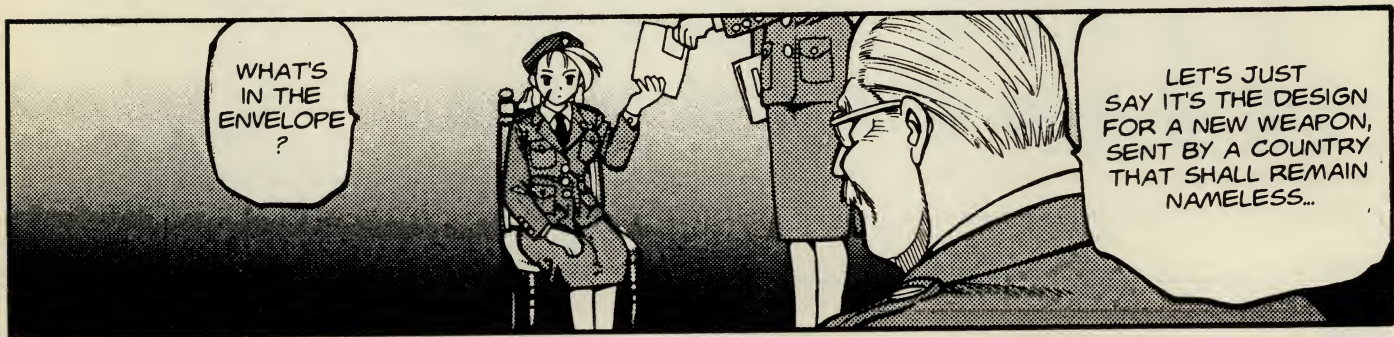


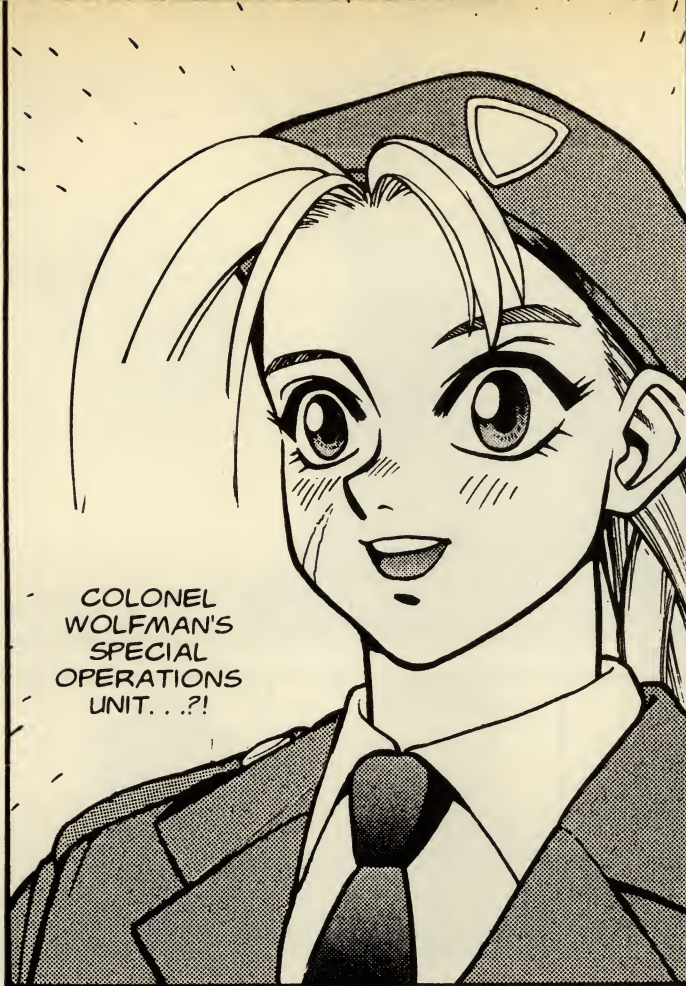
MI6 Headquarters

MAKE
CONTACT
WITH
THIS
MAN.

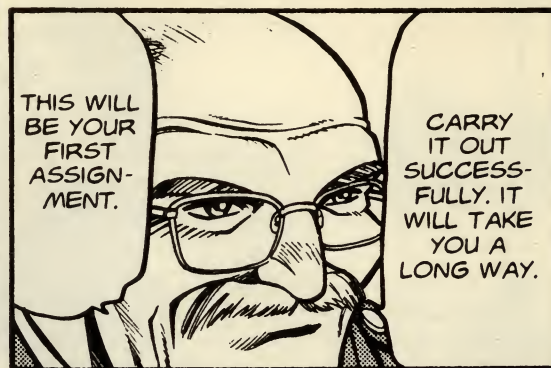
HE
CALLS
HIMSELF
JACK.





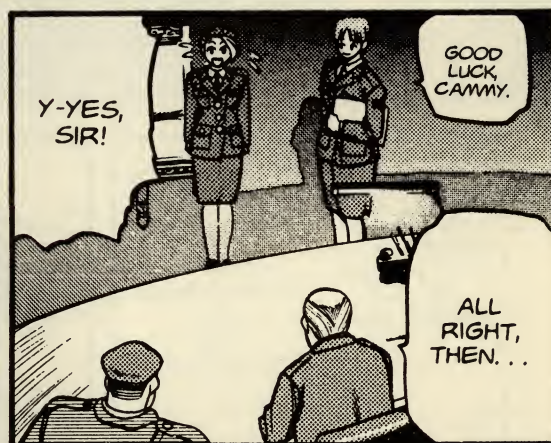


COLONEL
WOLFMAN'S
SPECIAL
OPERATIONS
UNIT...?!



THIS WILL
BE YOUR
FIRST
ASSIGN-
MENT.

CARRY
IT OUT
SUCCESS-
FULLY. IT
WILL TAKE
YOU A
LONG WAY.



Y-YES,
SIR!

GOOD
LUCK,
CAMMY.

ALL
RIGHT,
THEN...

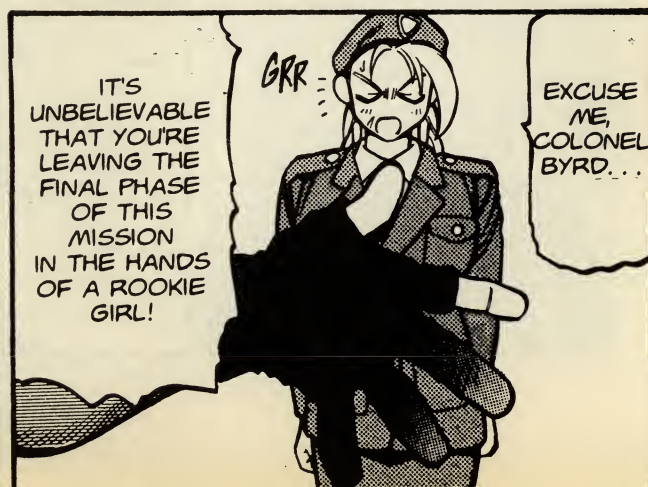


HMPH!
I'M
AGAINST
THIS.



AND
WHY IS
THAT,
COL.
BYRD?

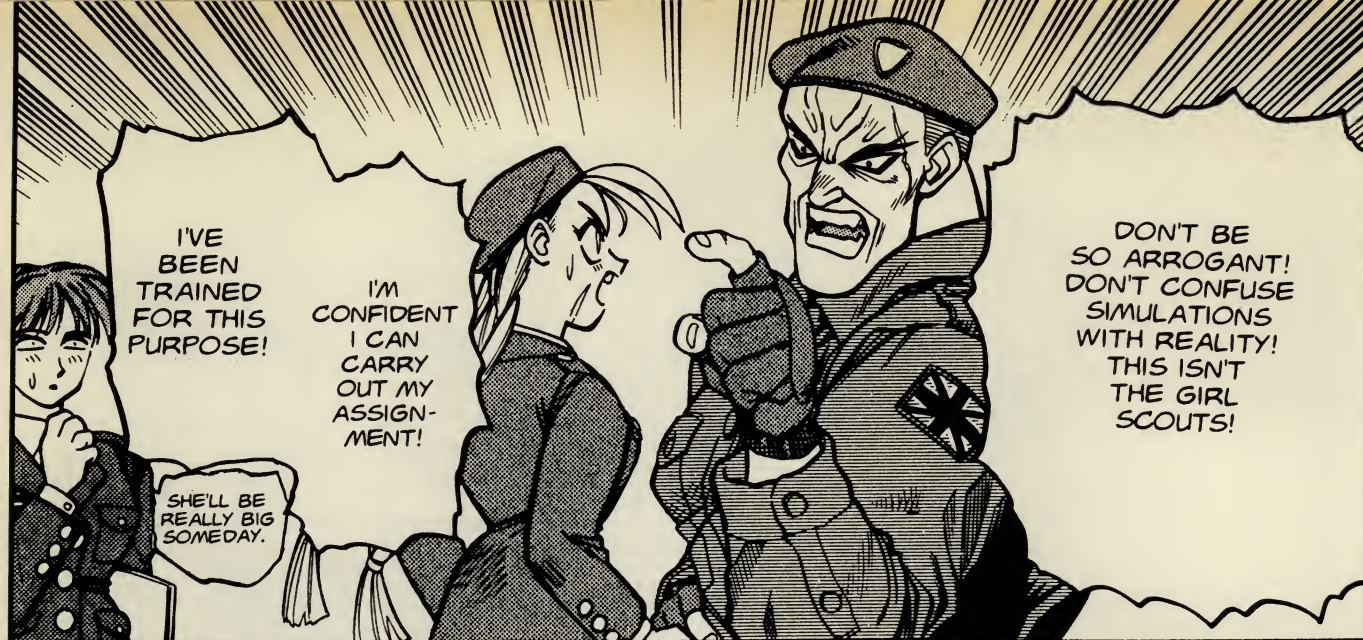
AS YOU KNOW,
THIS MISSION
DOESN'T
PERMIT EVEN
A REMOTE
CHANCE OF
FAILURE, FOR
THE SAKE OF
NATIONAL
SECURITY AND
INTERNATIONAL
PEACE!



IT'S
UNBELIEVABLE
THAT YOU'RE
LEAVING THE
FINAL PHASE
OF THIS
MISSION
IN THE HANDS
OF A ROOKIE
GIRL!

GRR

EXCUSE
ME,
COLONEL
BYRD...



I'VE
BEEN
TRAINED
FOR THIS
PURPOSE!

I'M
CONFIDENT
I CAN
CARRY
OUT MY
ASSIGN-
MENT!

DON'T BE
SO ARROGANT!
DON'T CONFUSE
SIMULATIONS
WITH REALITY!
THIS ISN'T
THE GIRL
SCOUTS!

SHE'LL BE
REALLY BIG
SOMEDAY.



COLONEL
WOLFMAN IS
IN COMMAND
OF THIS
OPERATION.

HE
DETERMINED
CAMMY
TO BE
QUALIFIED.

B-BUT
CHIEF!

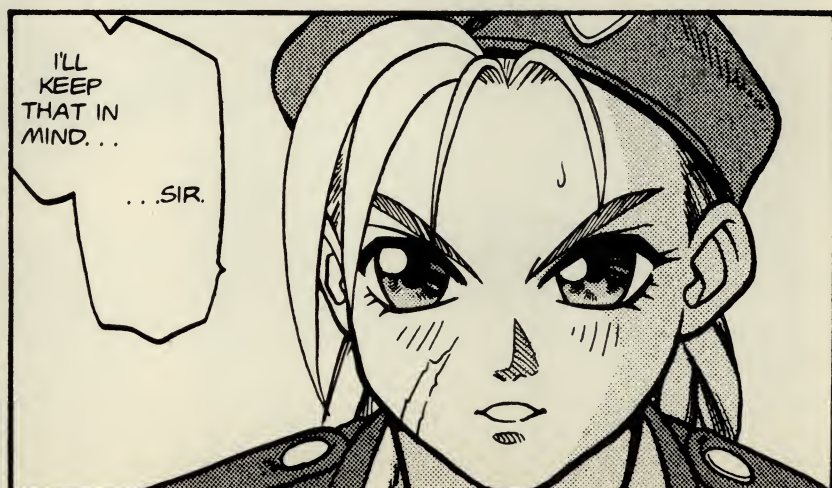


I DON'T
THINK THIS
MATTER IS
OPEN FOR
DEBATE...

UHH...

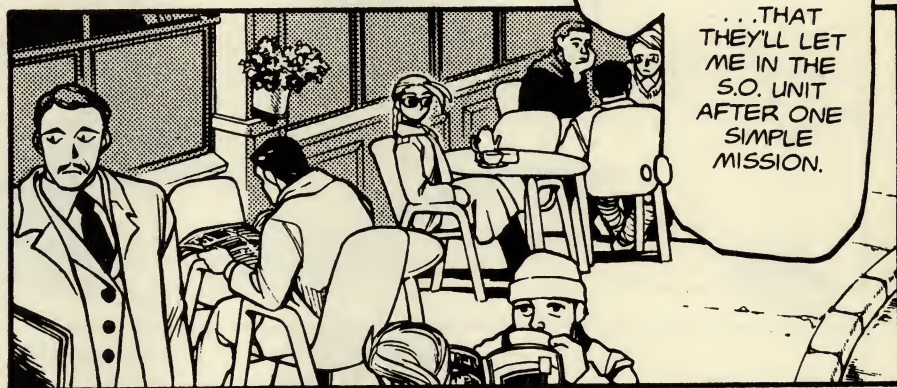


MAKE
SURE YOU
DON'T MAKE
A FOOL OF
YOURSELF...
AND
WOLFMAN!



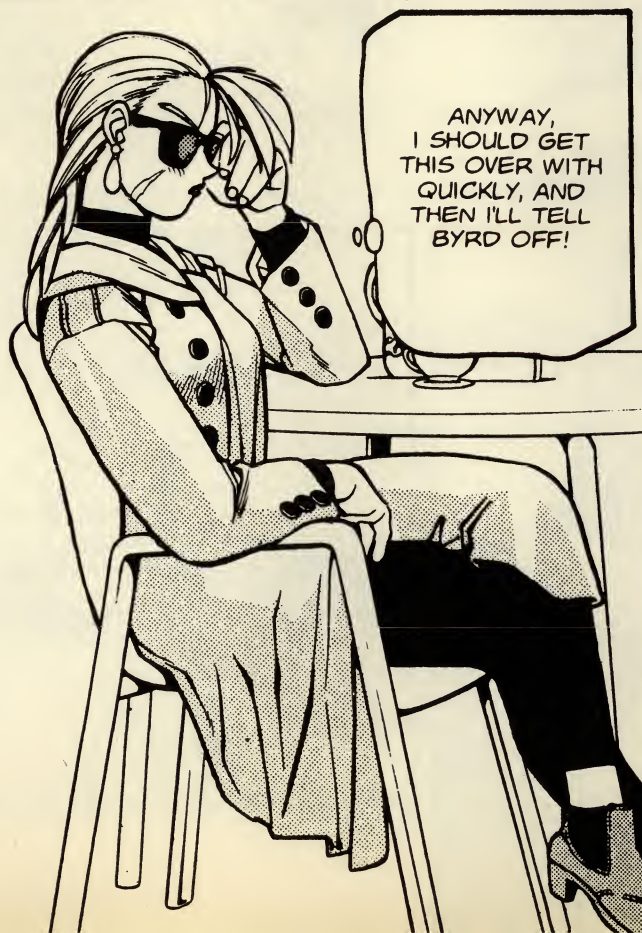
I'LL
KEEP
THAT IN
MIND...

...SIR.



ODD...

...THAT
THEY'LL LET
ME IN THE
S.O. UNIT
AFTER ONE
SIMPLE
MISSION.

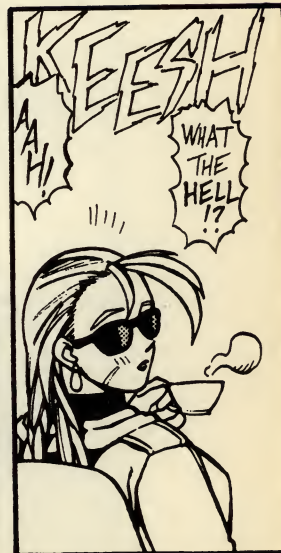


ANYWAY,
I SHOULD GET
THIS OVER WITH
QUICKLY, AND
THEN I'LL TELL
BYRD OFF!

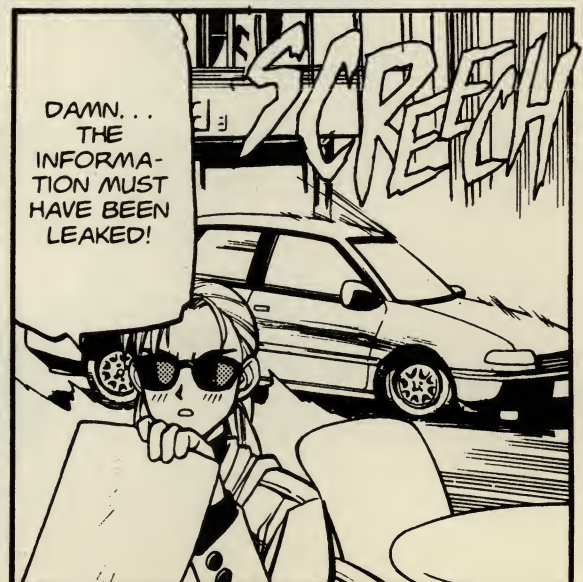
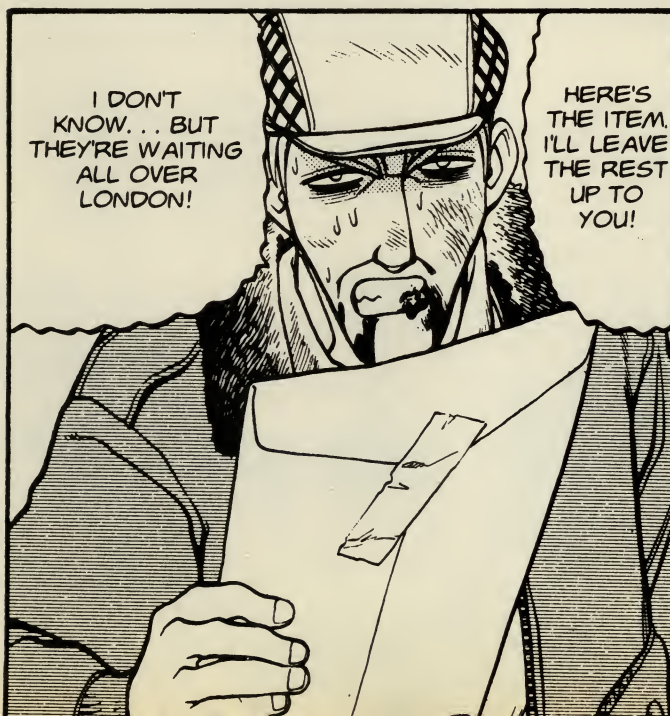
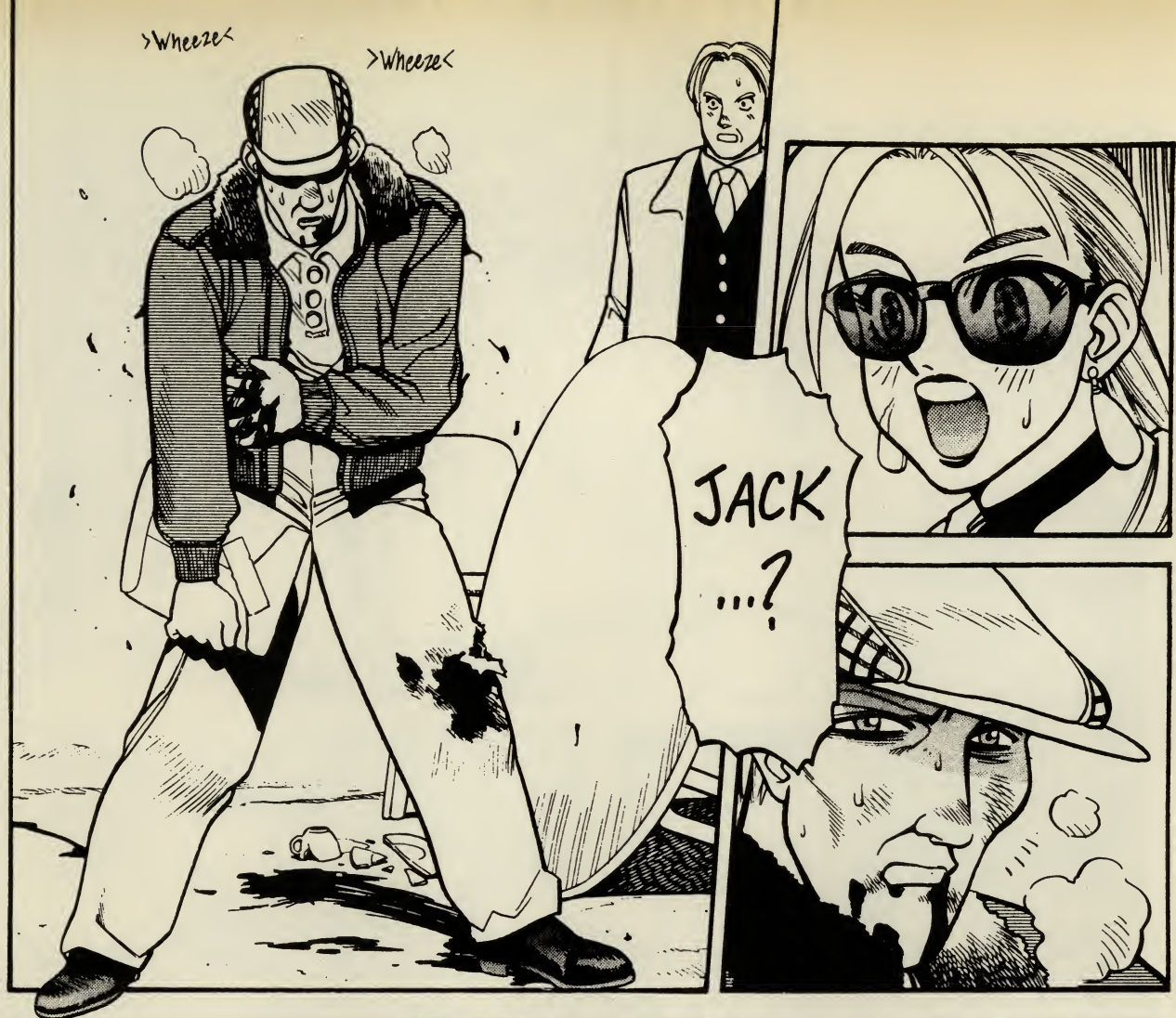


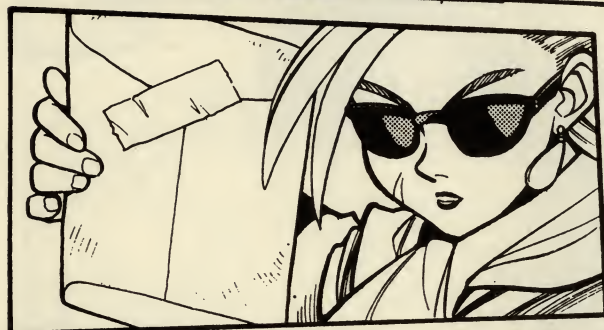
JACK'S
LATE!

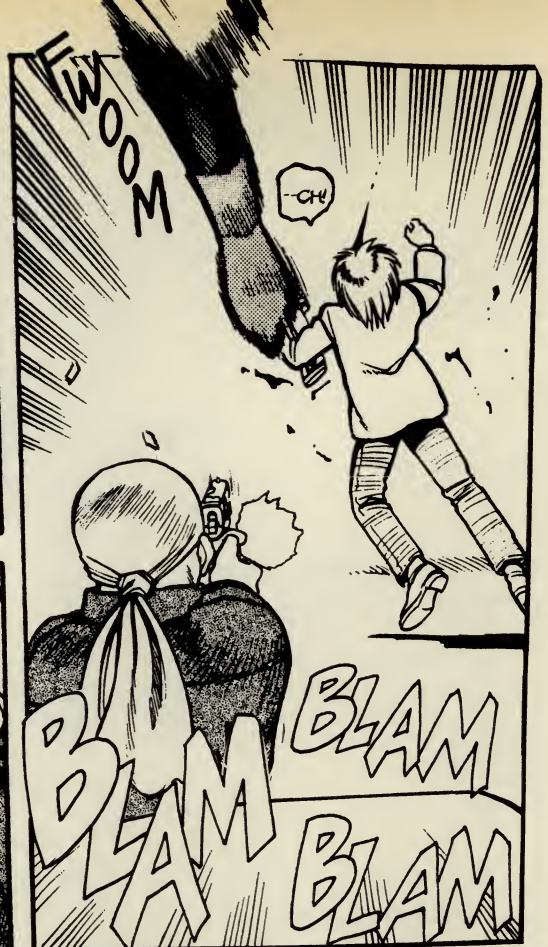
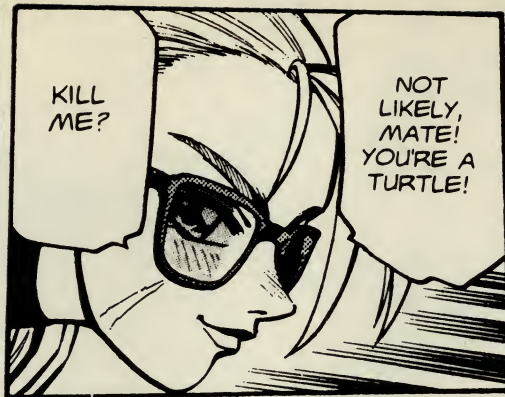
HOW
LONG IS HE
GOING TO
MAKE A
LADY
WAIT!?



WHAT
THE
HELL
!?





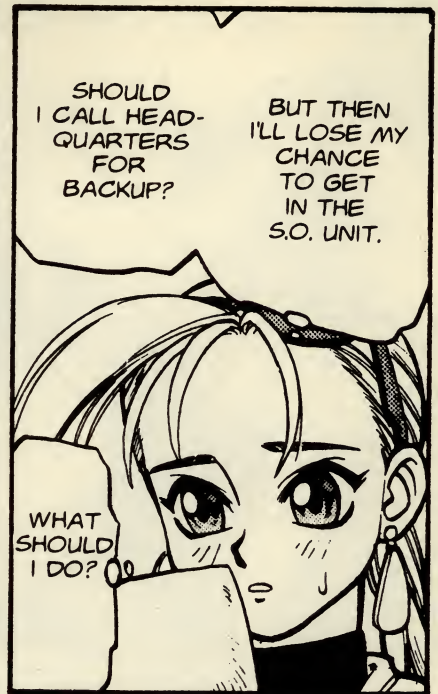




"THEY'RE WAITING FOR YOU ALL OVER LONDON."



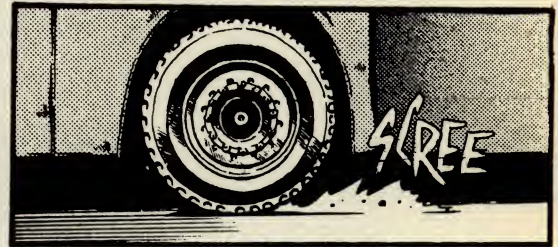
THIS SHOULD HAVE BEEN A TOP SECRET MISSION. WHO COULD HAVE LEAKED IT?



SHOULD I CALL HEAD-QUARTERS FOR BACKUP?

BUT THEN I'LL LOSE MY CHANCE TO GET IN THE S.O. UNIT.

WHAT SHOULD I DO?



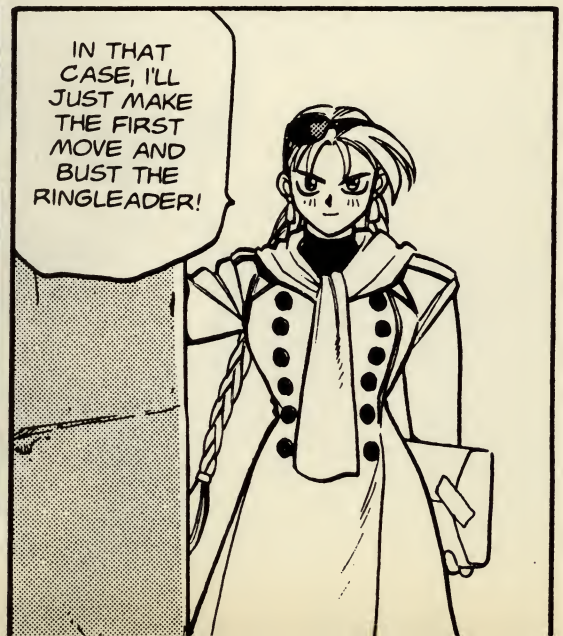
WHAT? THERE'S A TERRORIST HIDING ON THIS BUS?!

GACK!

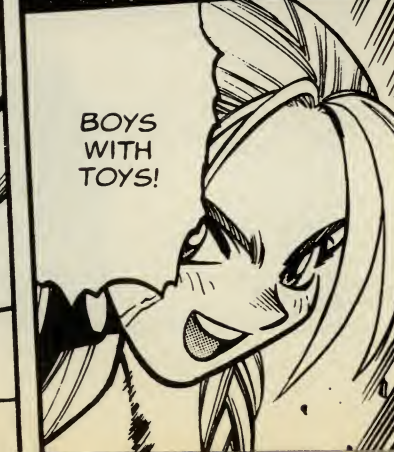
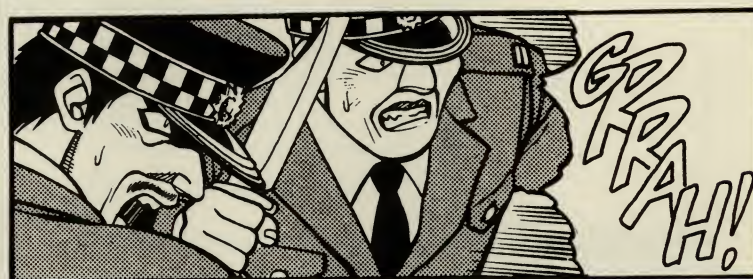
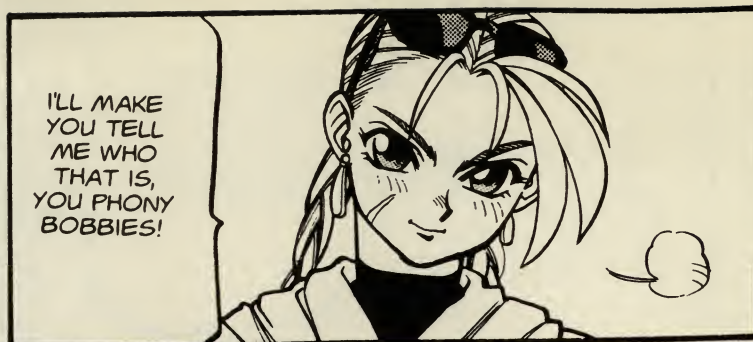


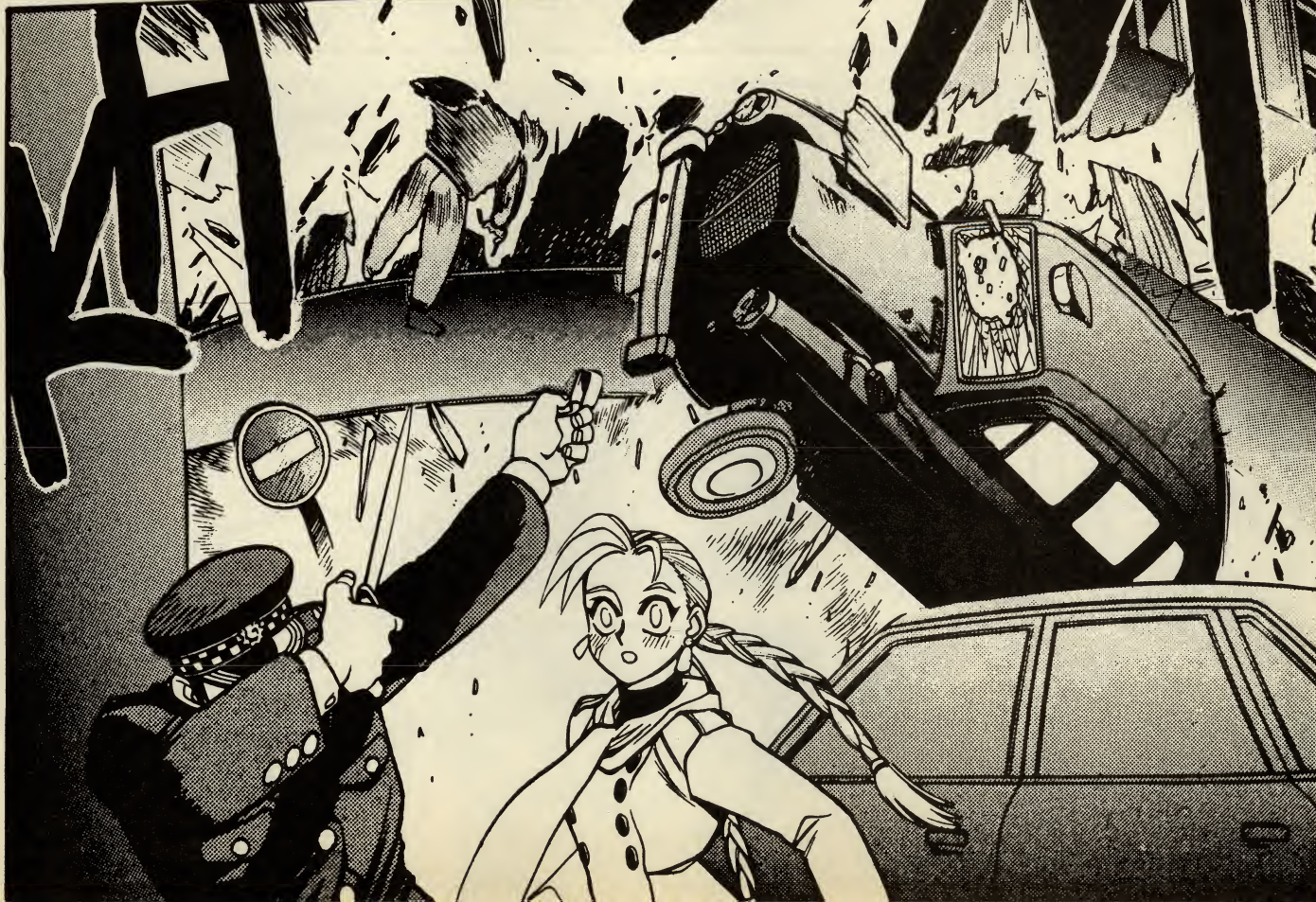
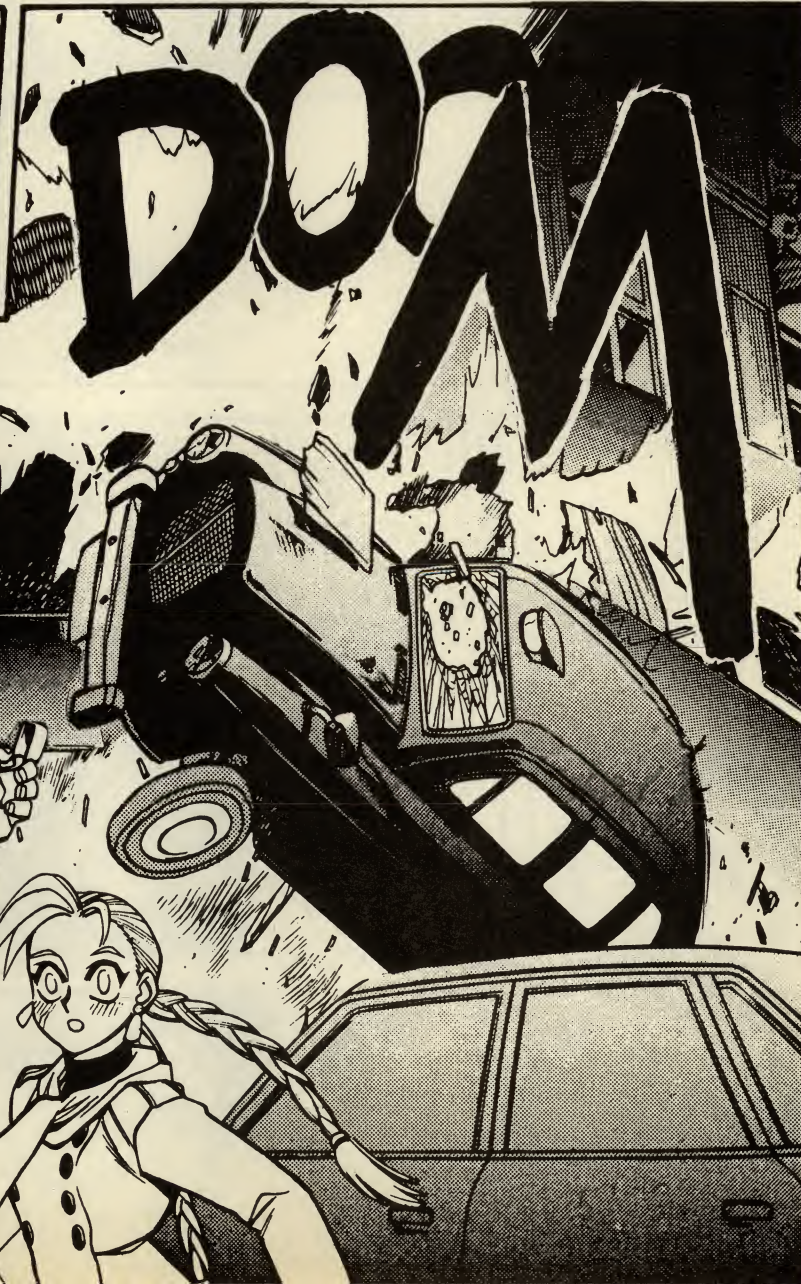
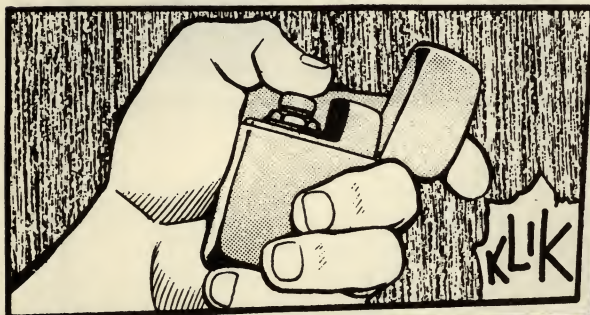
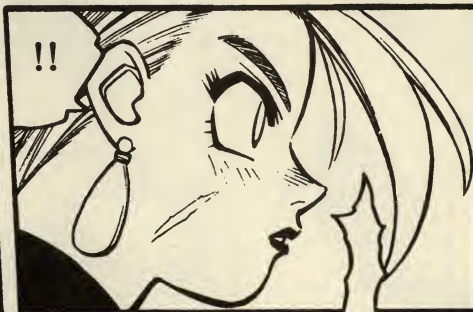
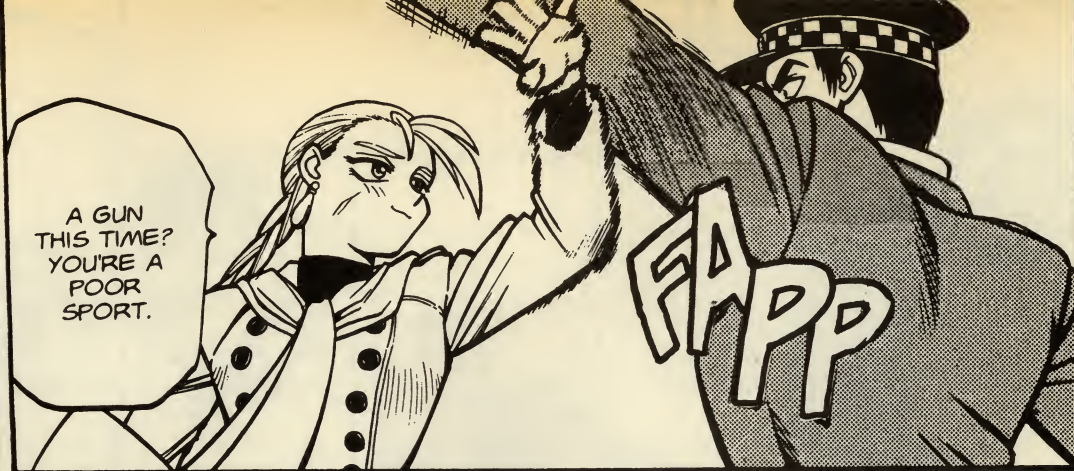
SO THEY'RE NOT GIVING ME ANY TIME TO CONTACT HEAD-QUARTERS, EH?

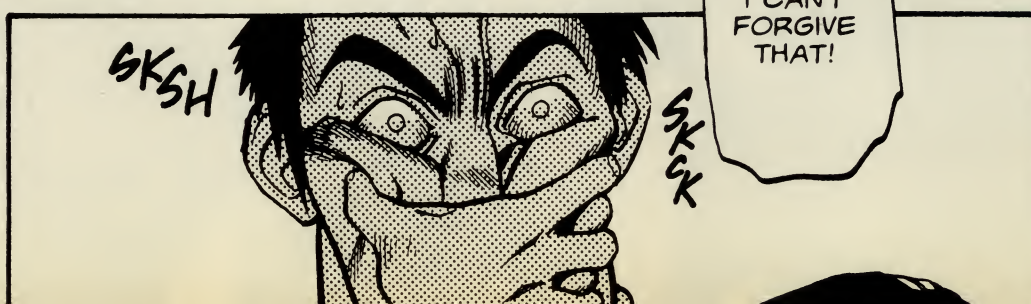
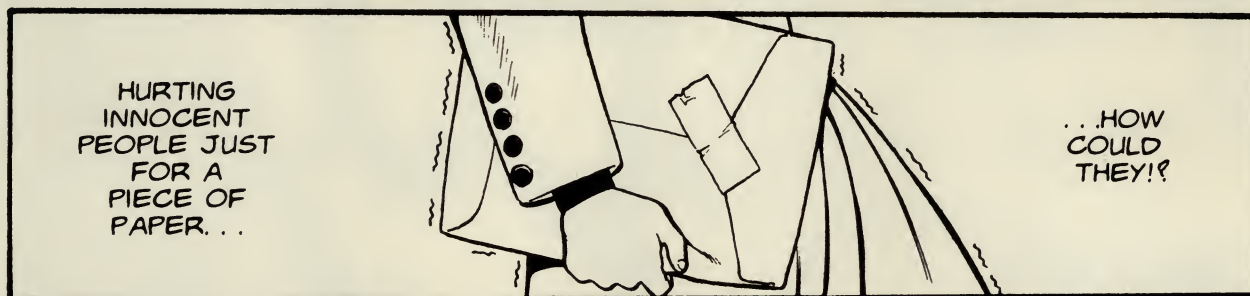
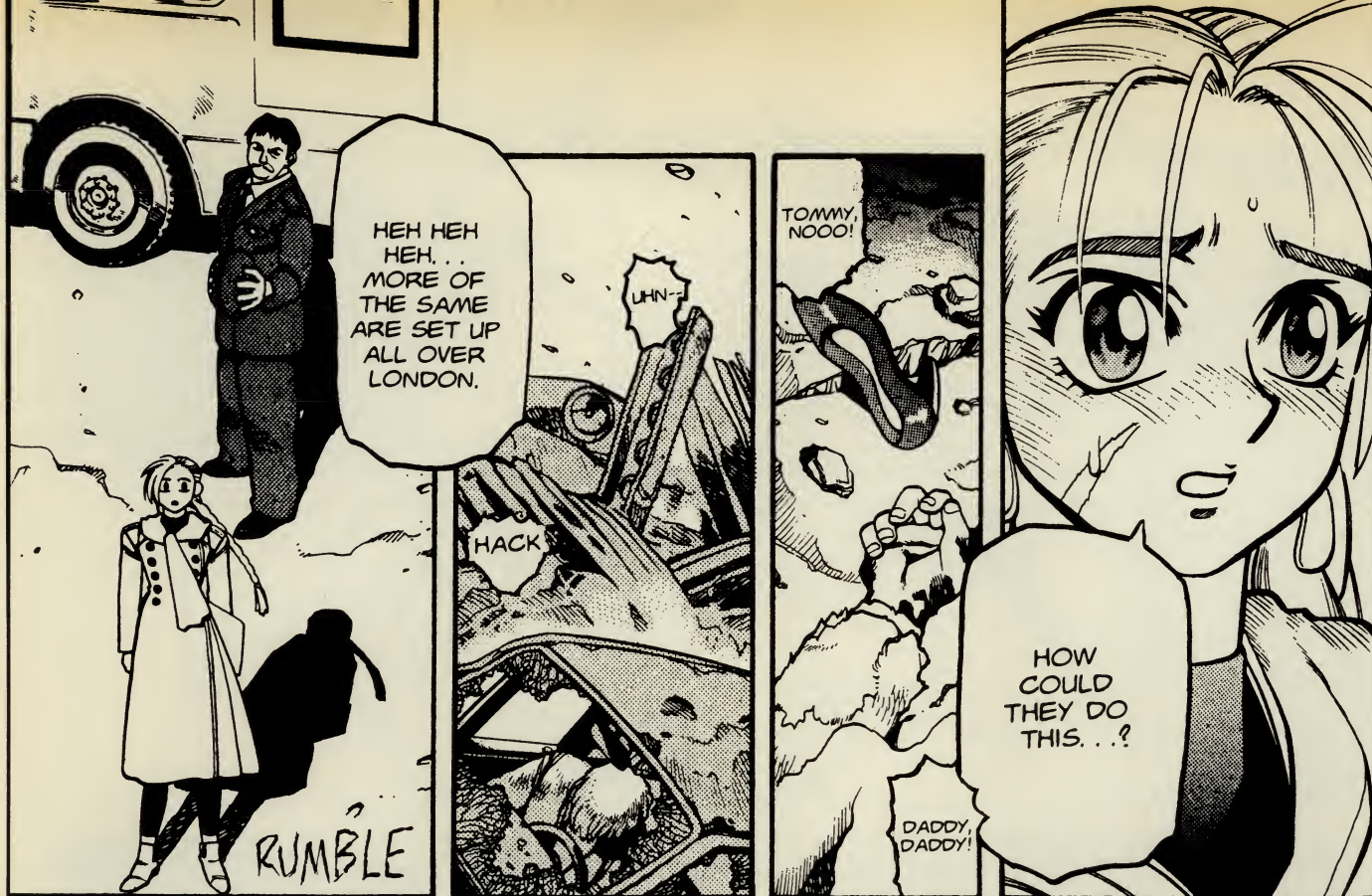
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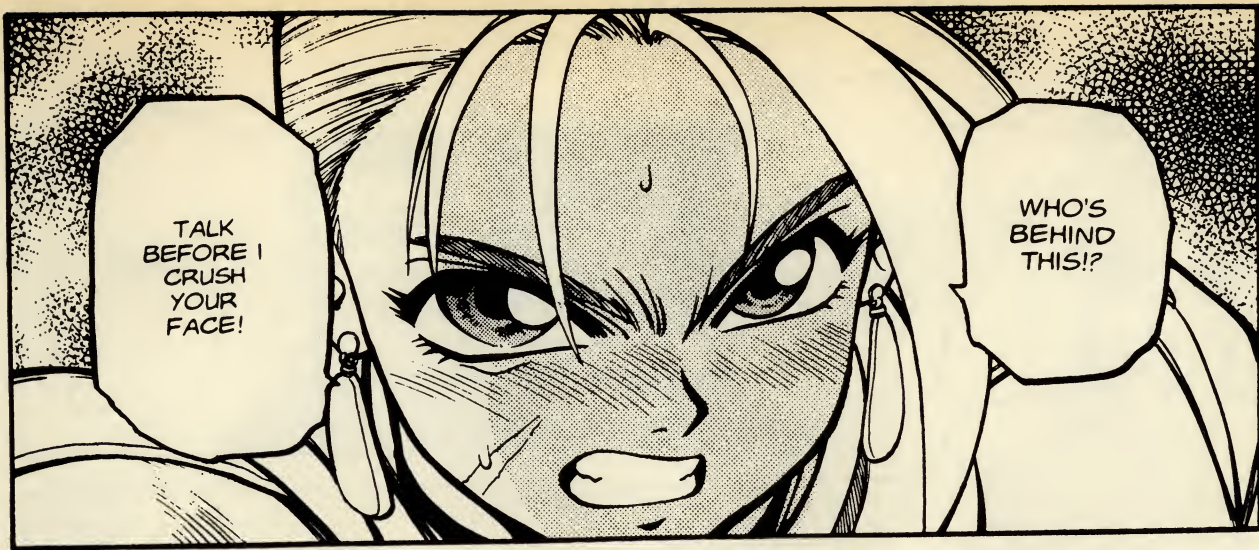


IN THAT CASE, I'LL JUST MAKE THE FIRST MOVE AND BUST THE RINGLEADER!



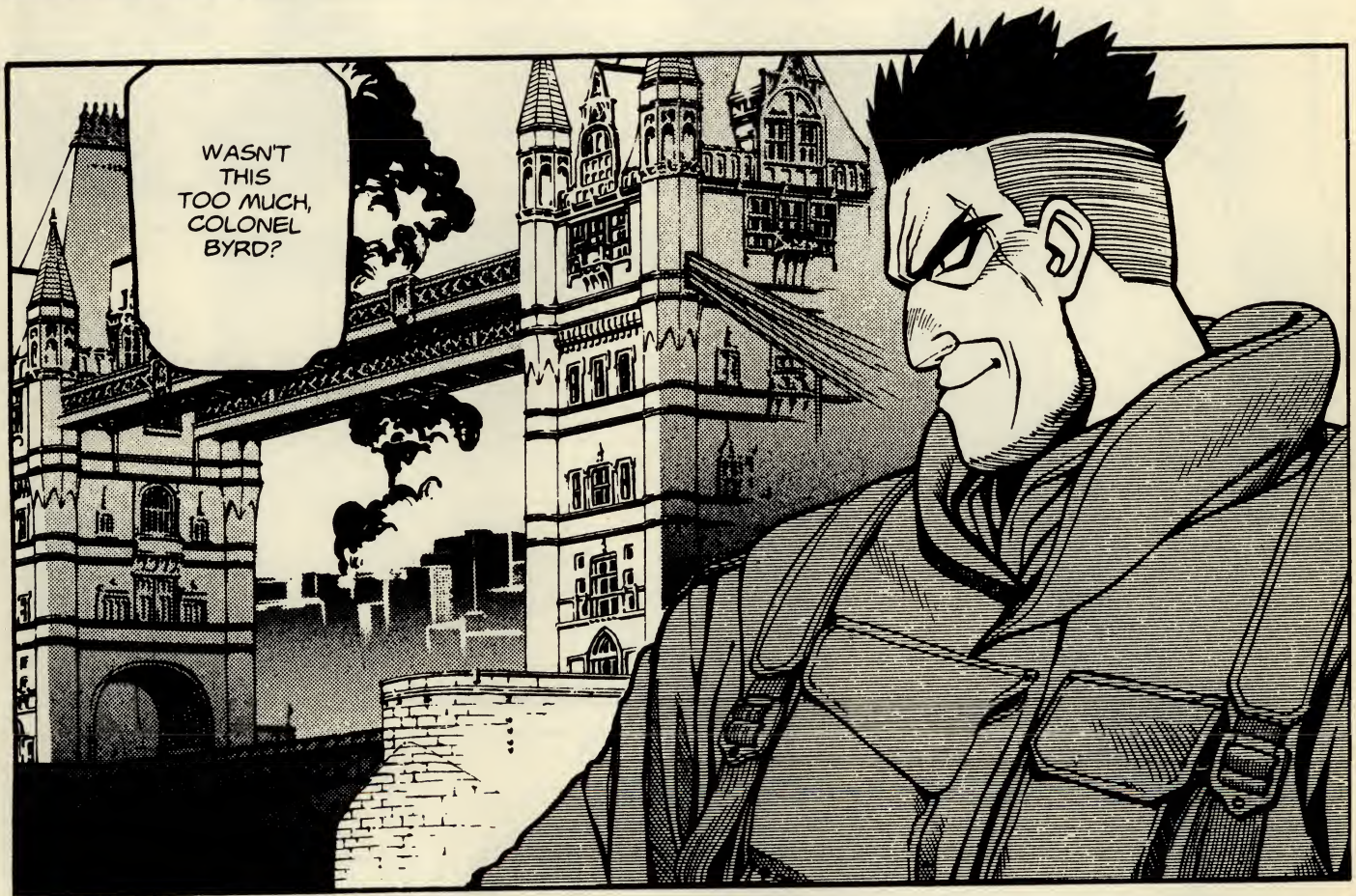






TALK
BEFORE I
CRUSH
YOUR
FACE!

WHO'S
BEHIND
THIS!?



WASN'T
THIS
TOO MUCH,
COLONEL
BYRD?

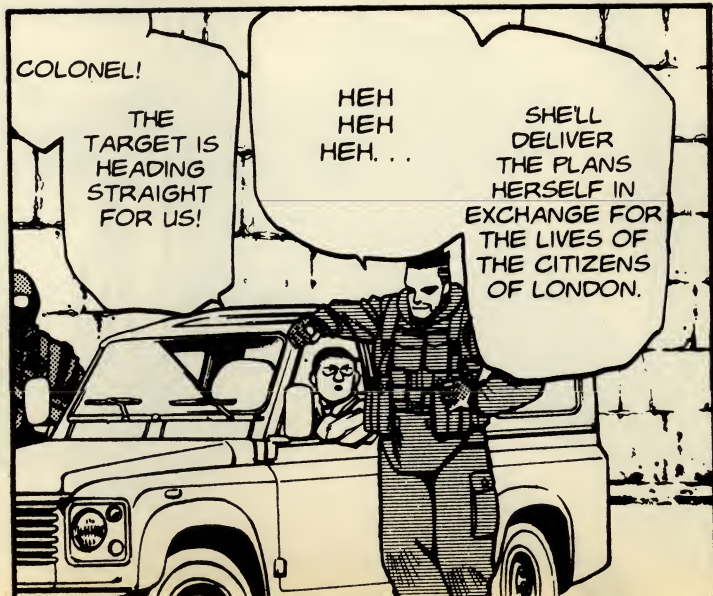


WE
ANNOUNCED
A FAKE
CLAIM OF
RESPO-
NSI-
BILITY BY A
TERRORIST
GROUP...

WOW!

THE ARMY
AND THE POLICE
WILL END UP
RAIDING AN
ABANDONED
HOUSE.

WE'LL BUY
ENOUGH
TIME TO
ESCAPE
THE
COUNTRY.

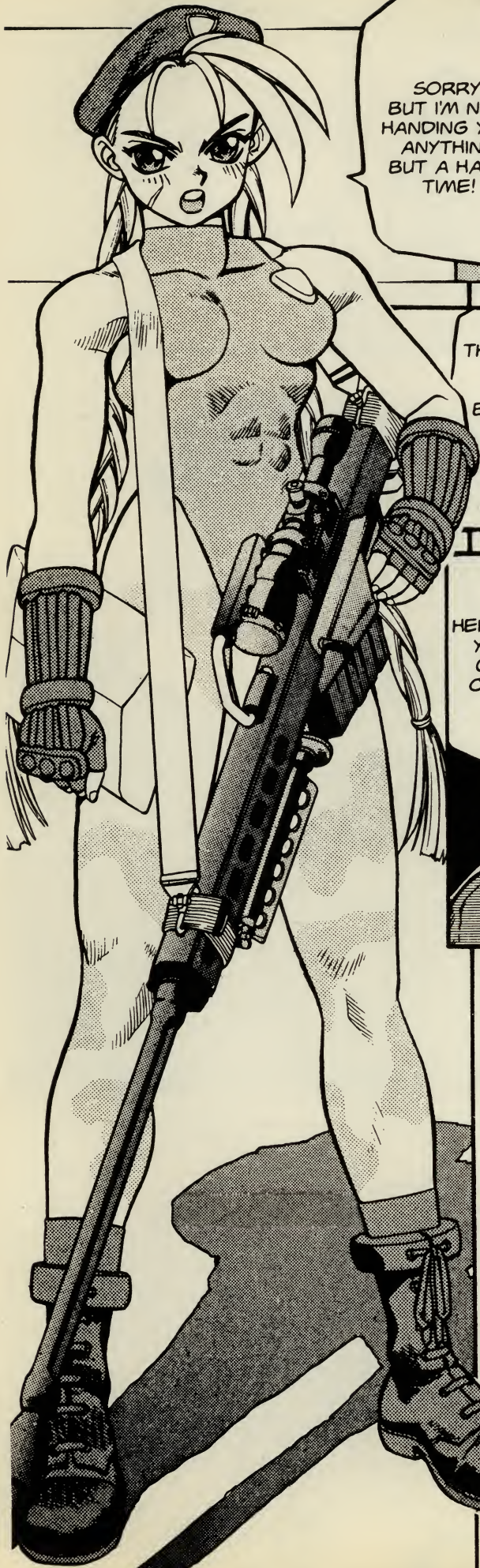


COLONEL!

THE
TARGET IS
HEADING
STRAIGHT
FOR US!

HEH
HEH
HEH...

SHE'LL
DELIVER
THE PLANS
HERSELF IN
EXCHANGE FOR
THE LIVES OF
THE CITIZENS
OF LONDON.



SORRY,
BUT I'M NOT
HANDING YOU
ANYTHING
BUT A HARD
TIME!



CAMMY!

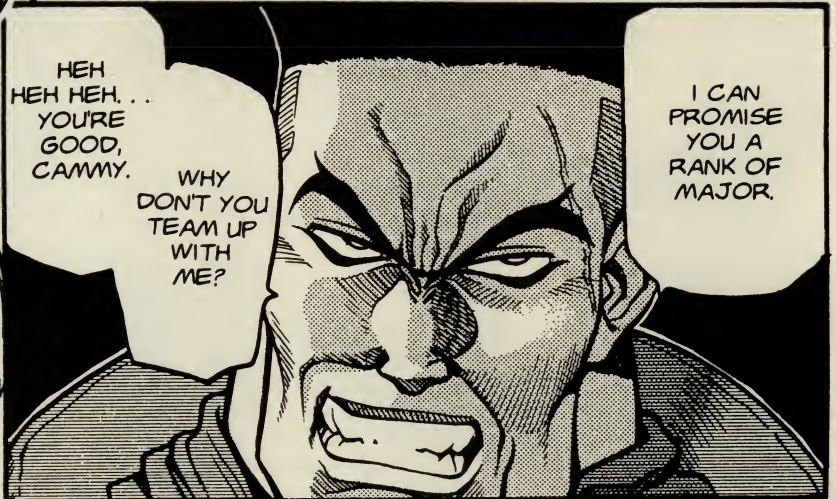
THAT'S HAN'S
RIFLE!
I CAN'T
BELIEVE IT!

SHE TOOK
A GUN FROM A
FORMER
GERMAN GSG9
COMMANDO!



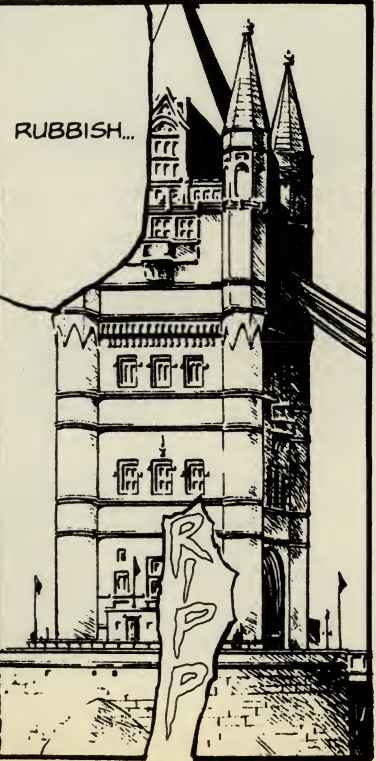
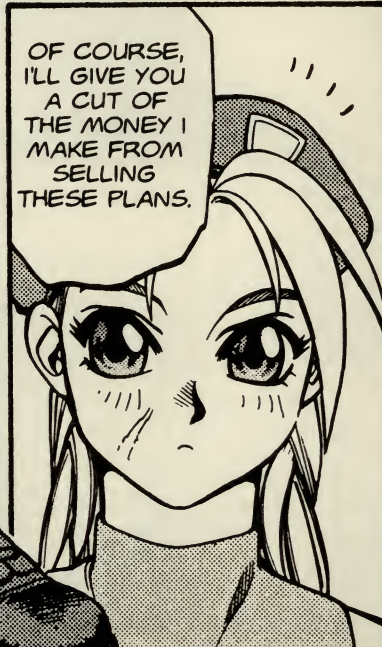
HEH
HEH HEH...
YOU'RE
GOOD,
CAMMY.

WHY
DON'T YOU
TEAM UP
WITH
ME?

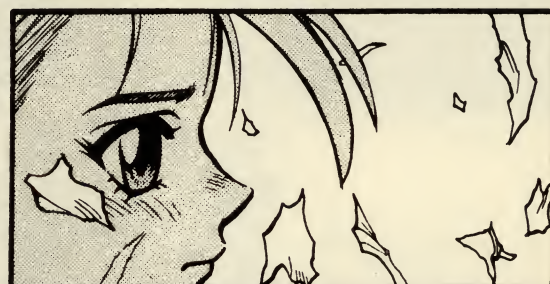
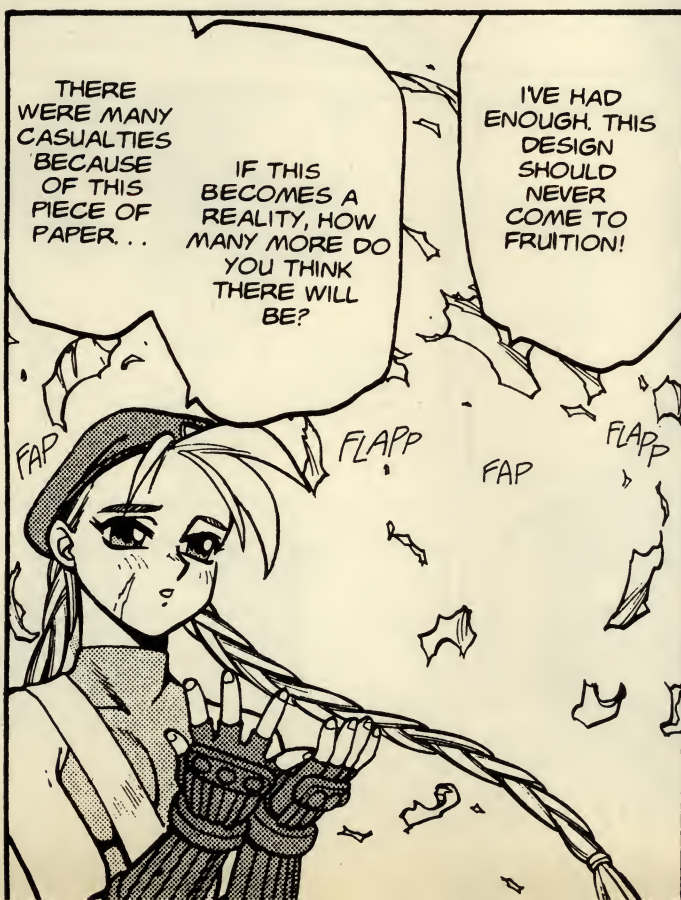
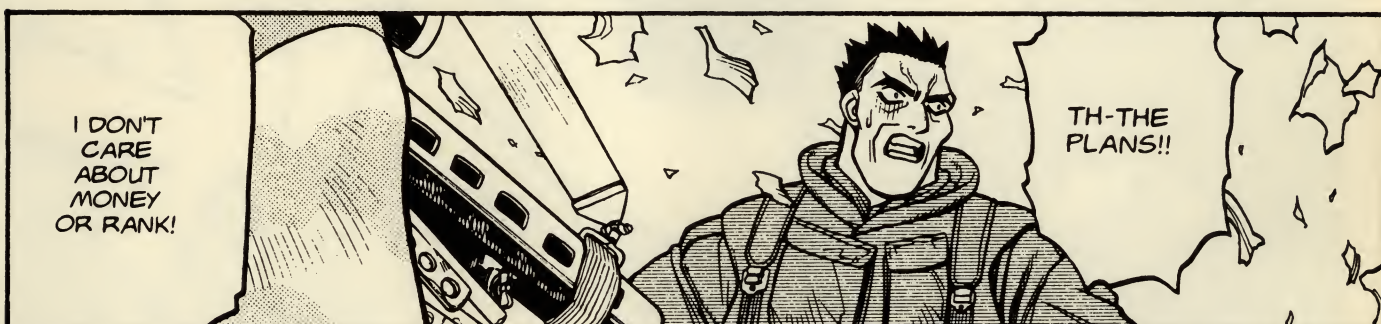
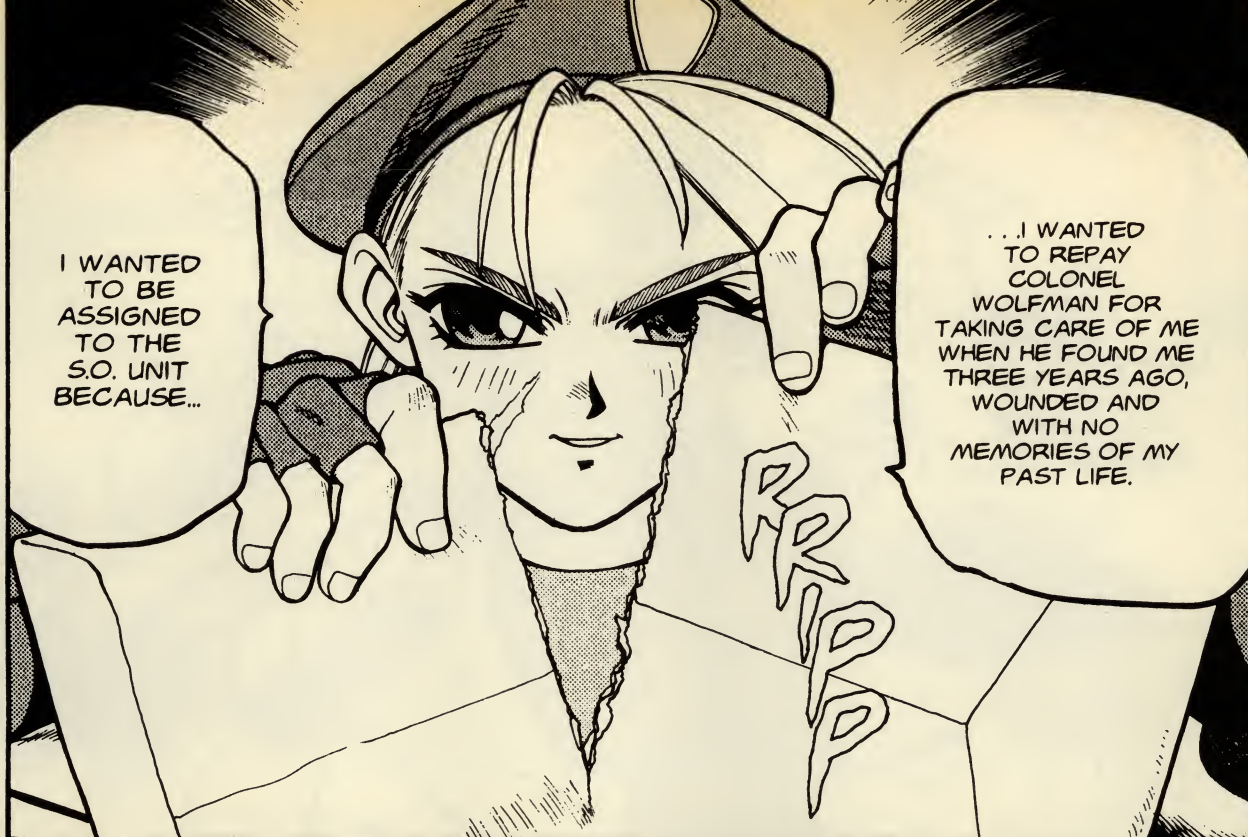


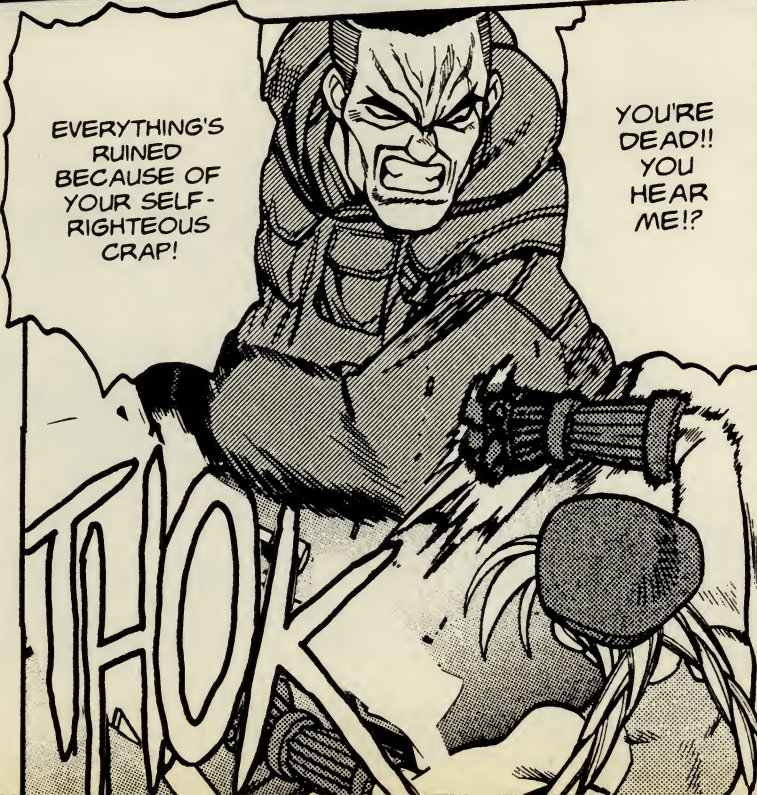
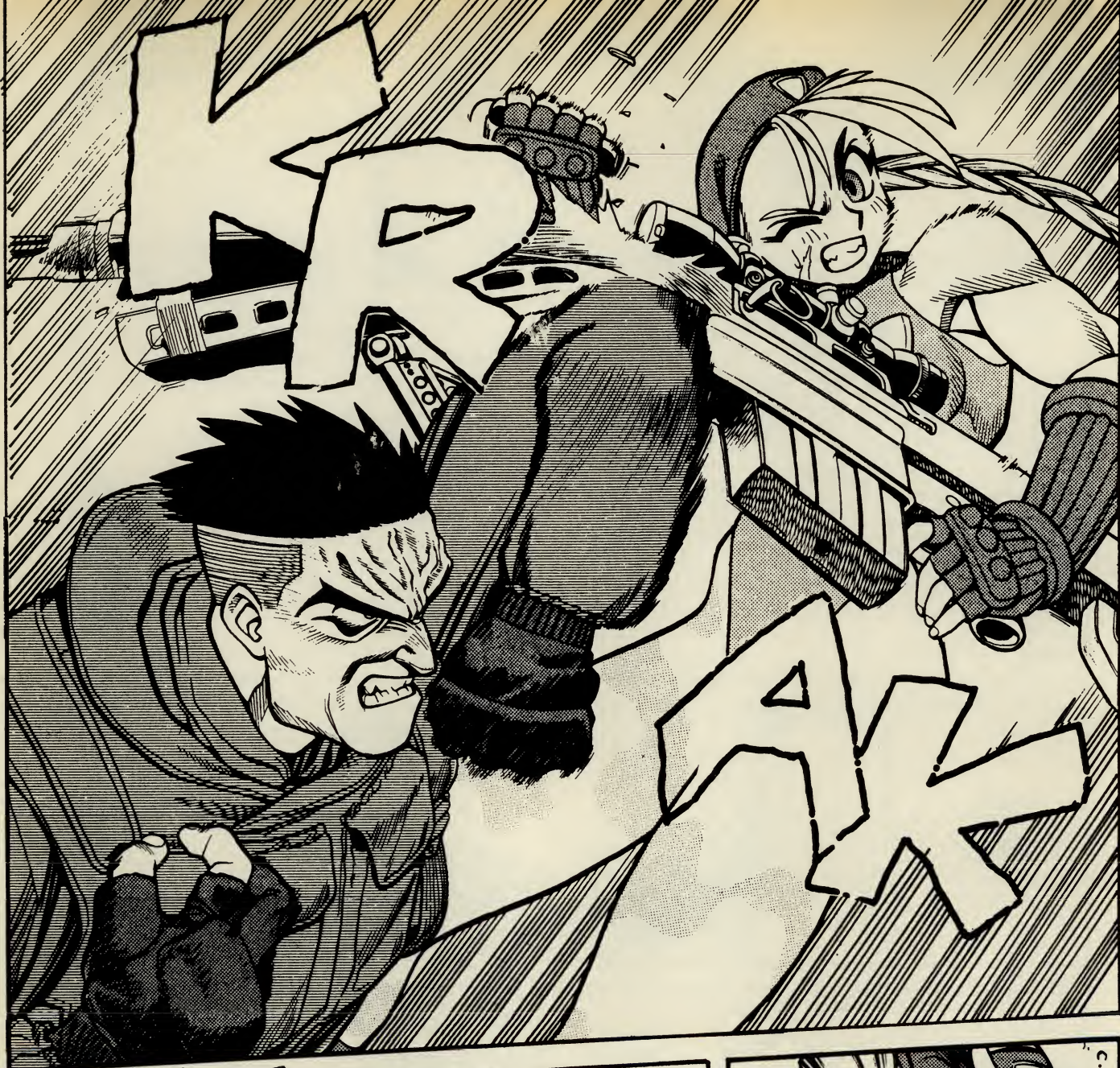
I CAN
PROMISE
YOU A
RANK OF
MAJOR.

OF COURSE,
I'LL GIVE YOU
A CUT OF
THE MONEY I
MAKE FROM
SELLING
THESE PLANS.



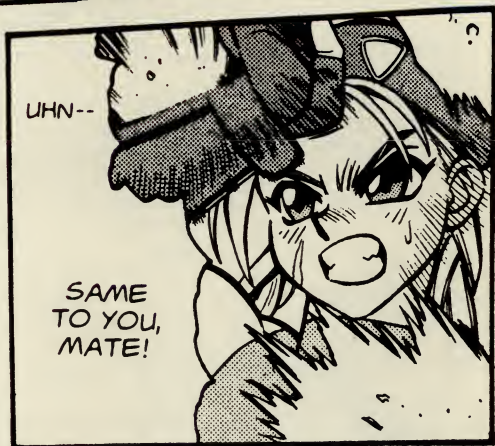
RUBBISH...





EVERYTHING'S
RUINED
BECAUSE OF
YOUR SELF-
RIGHTEOUS
CRAP!

YOU'RE
DEAD!!
YOU
HEAR
ME!?

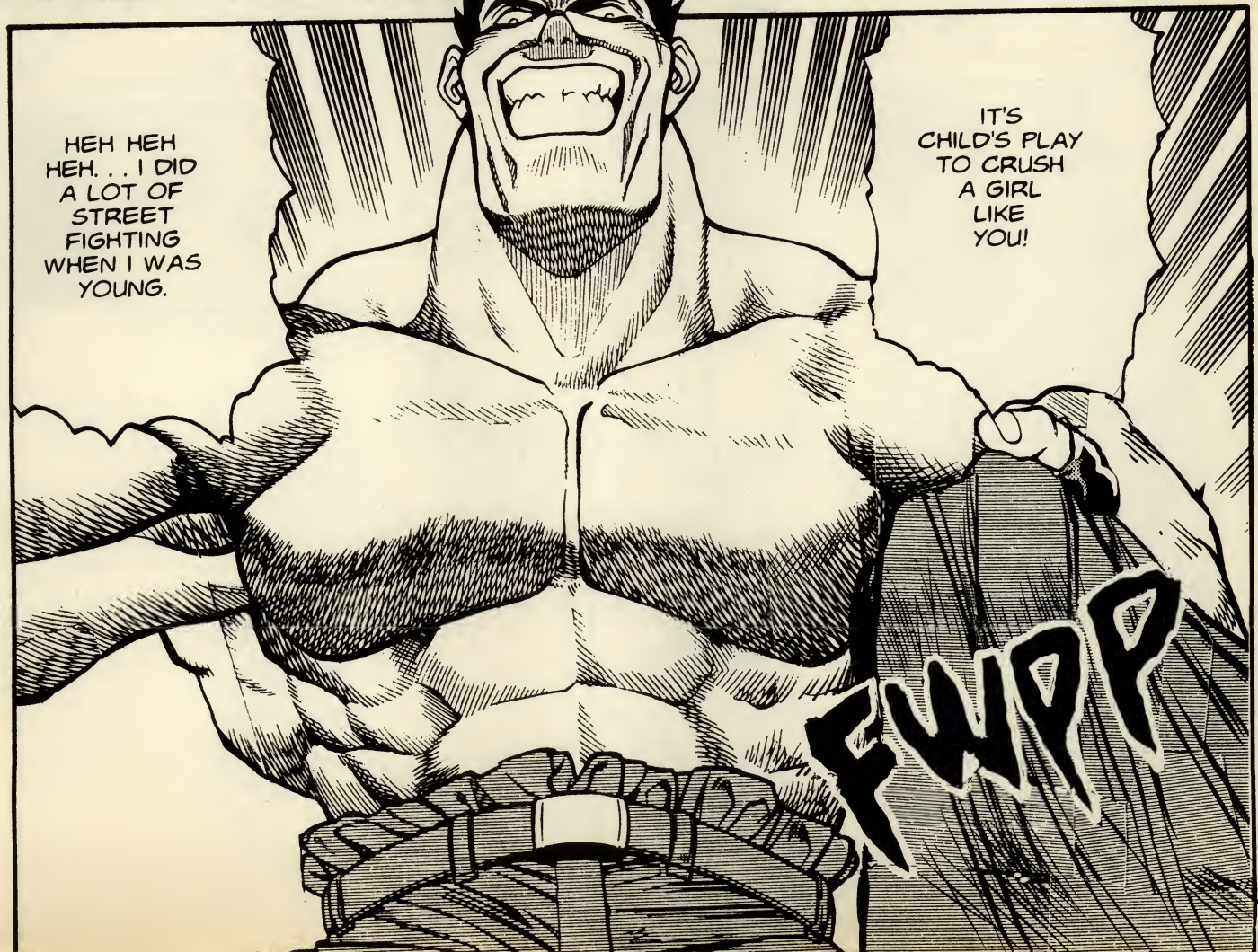
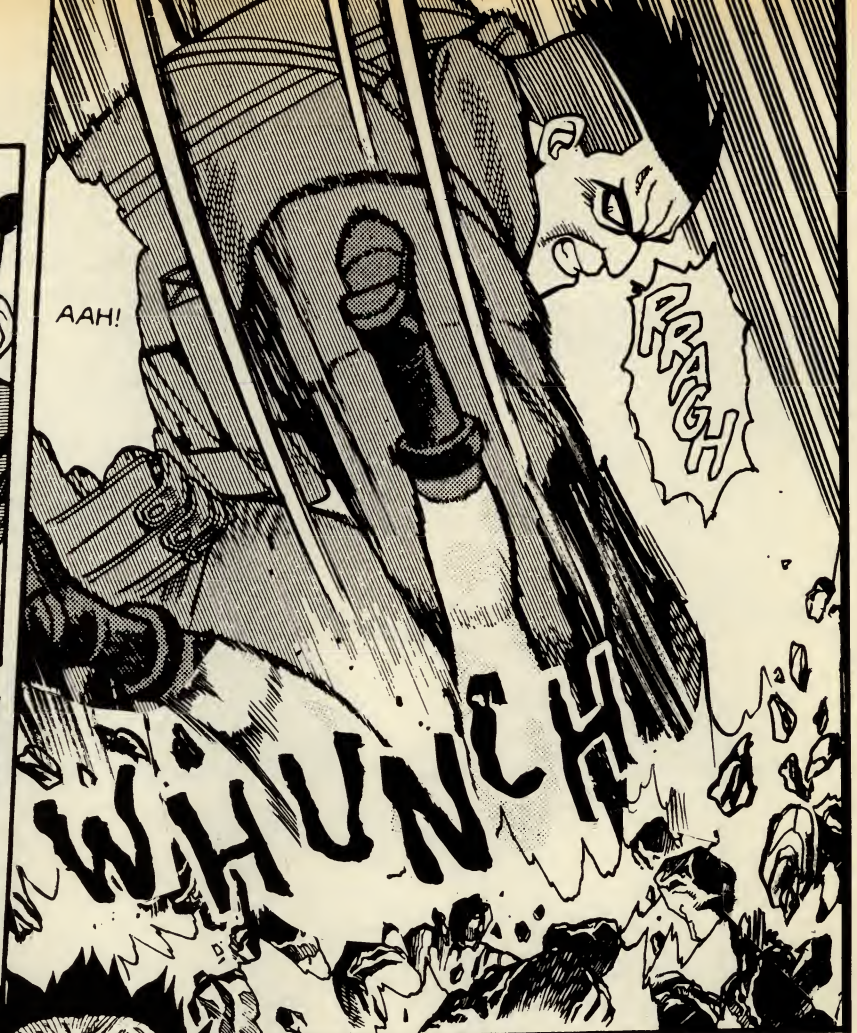
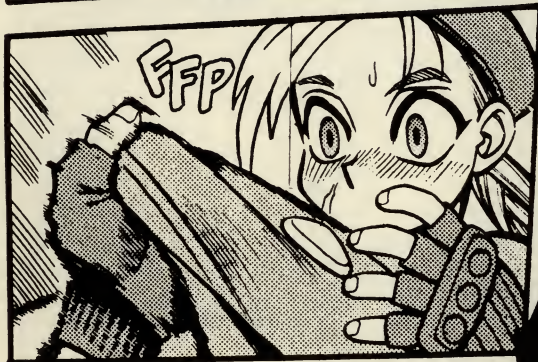


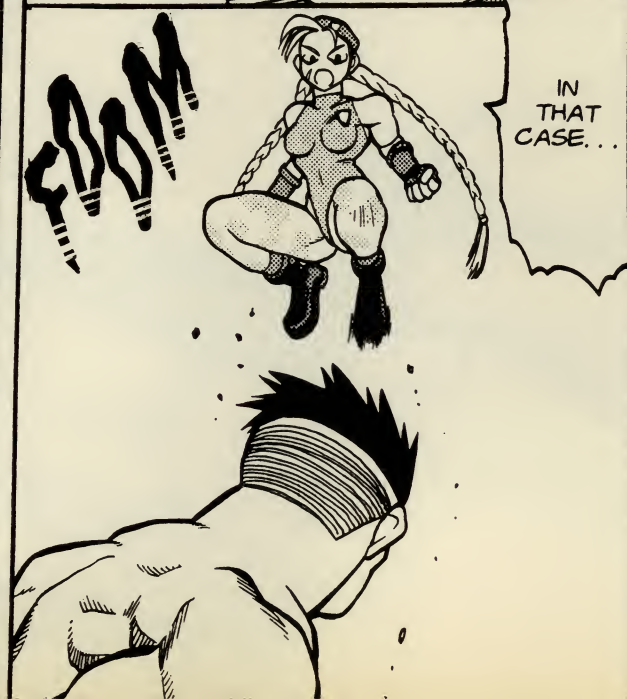
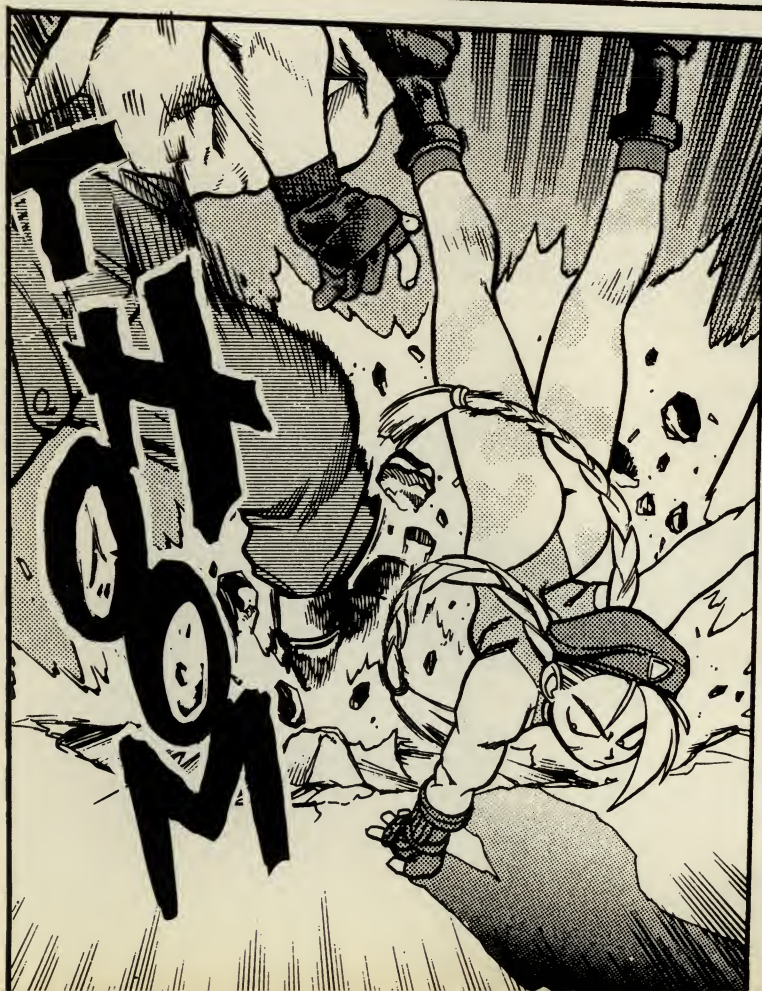
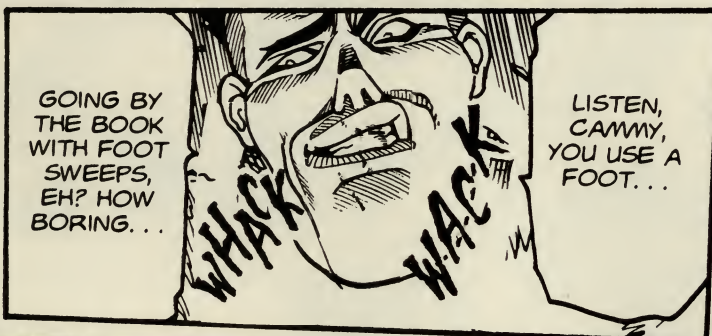
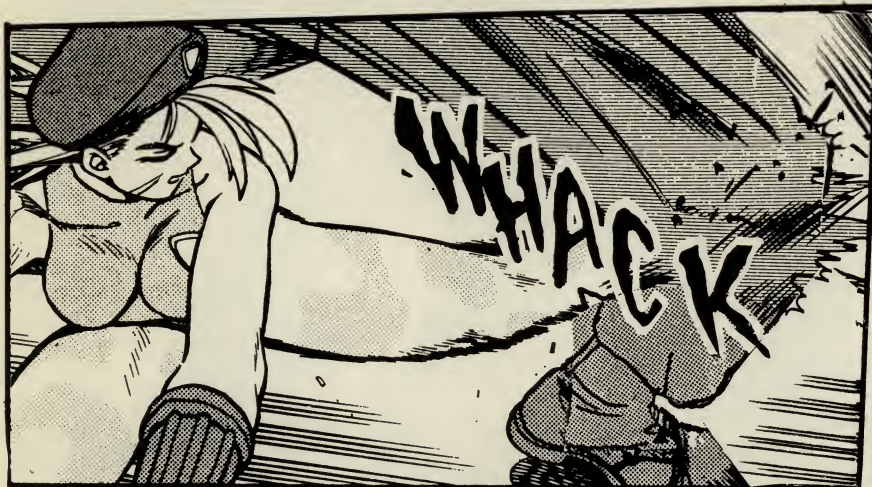
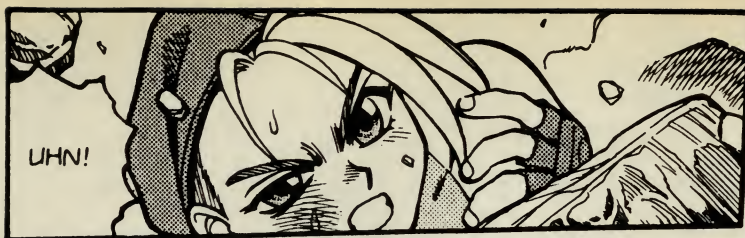
UHN--

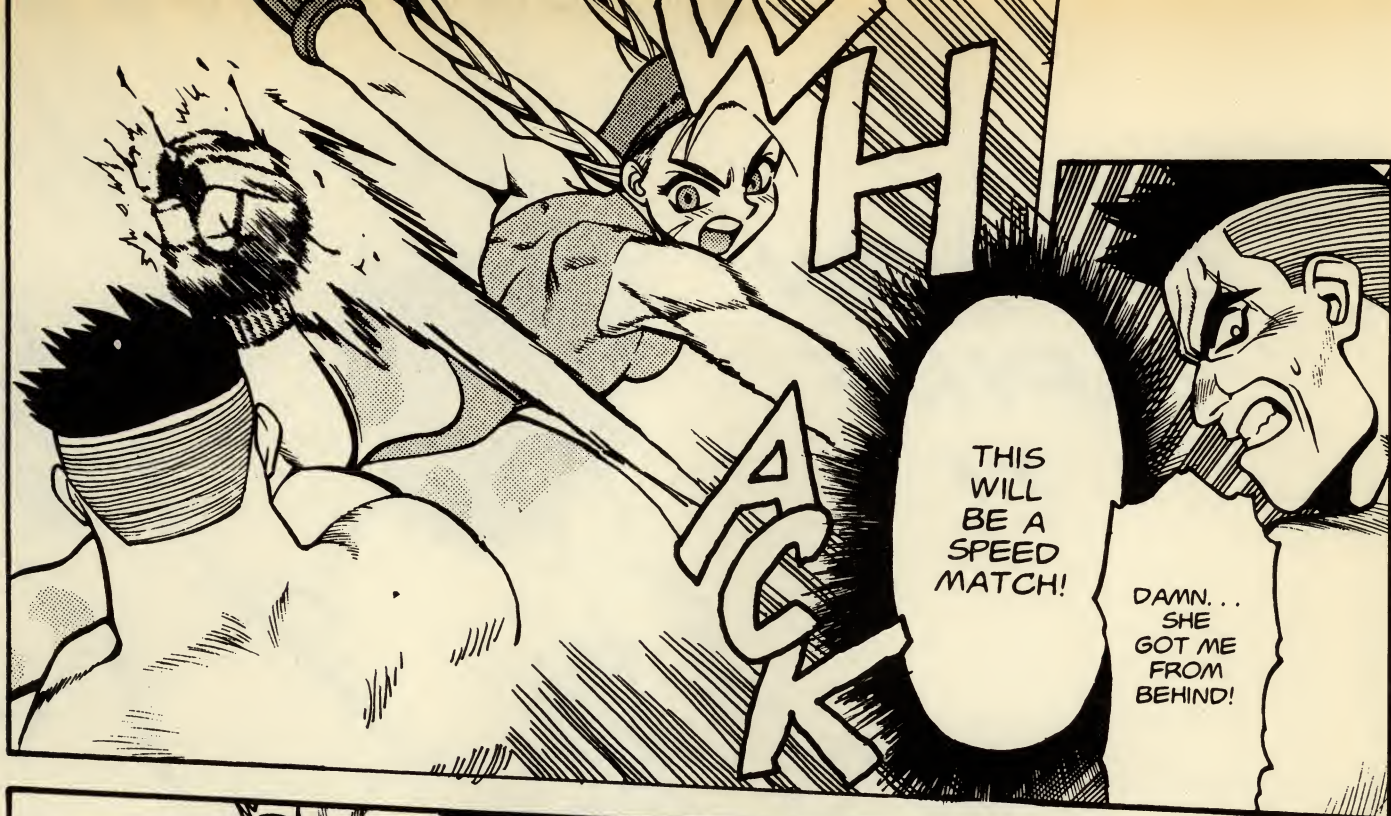
SAME
TO YOU,
MATE!



SS
HH
HH

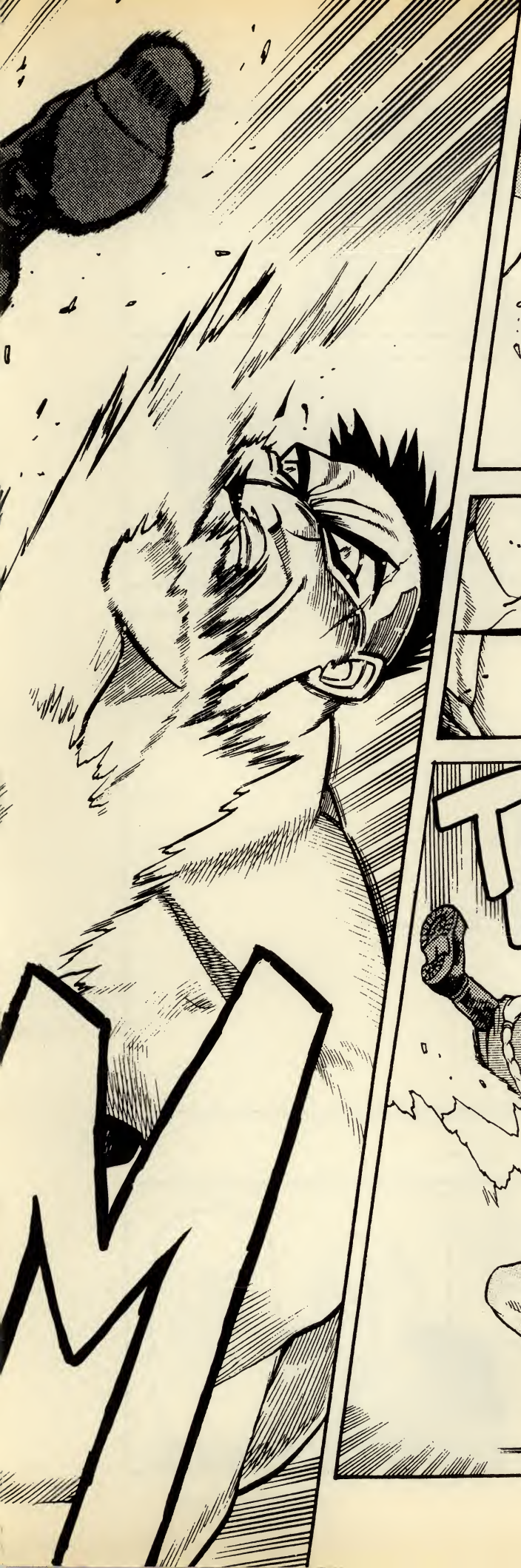




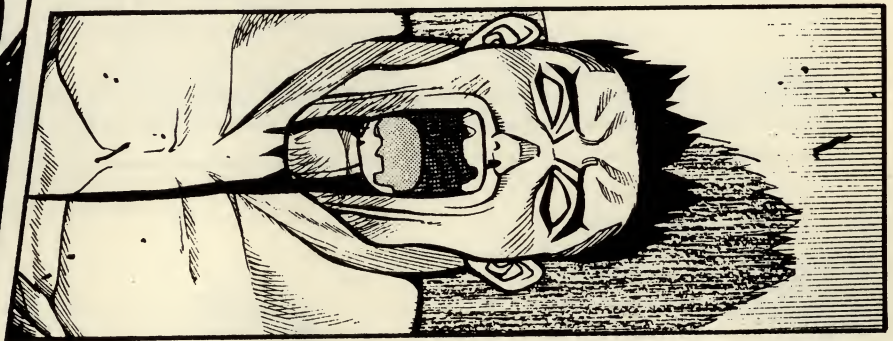


**CANNON
SPIKE
!!**

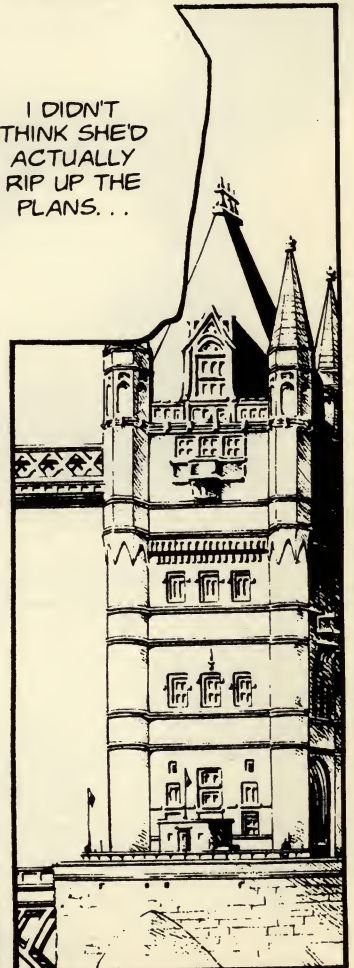


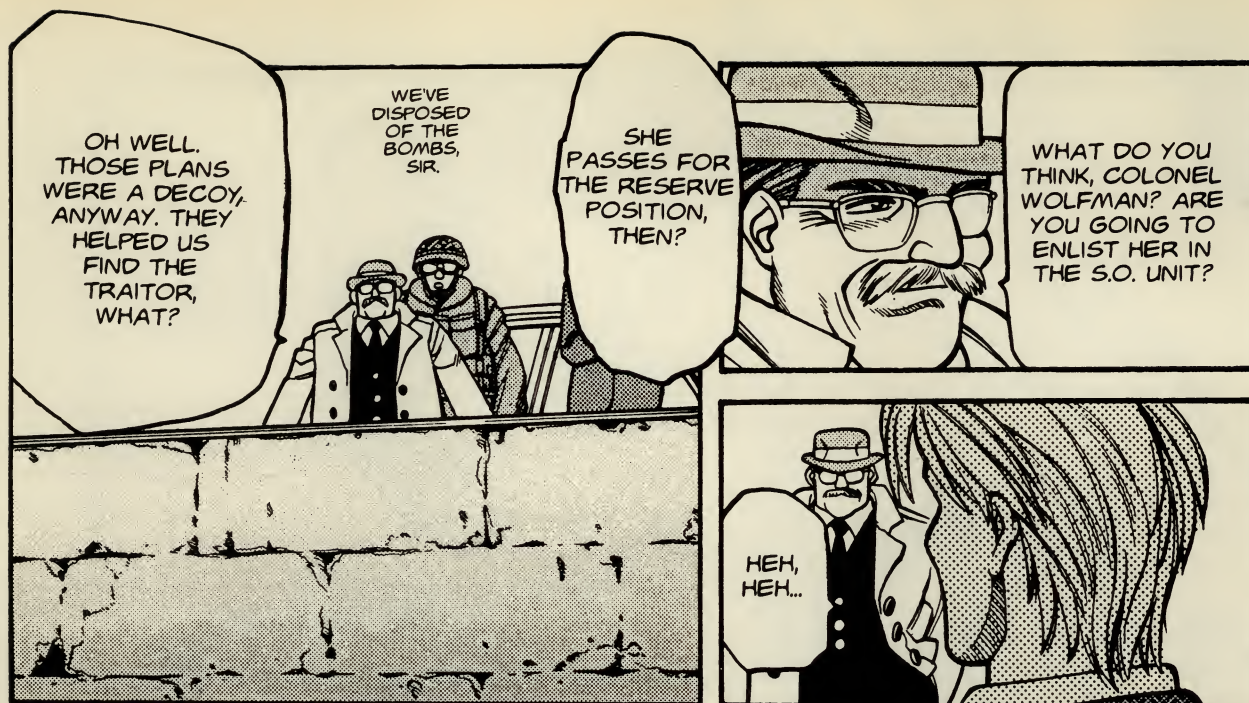


I DON'T
EVEN HAVE
TO USE
MY FULL
STRENGTH
WITH YOU!



I DIDN'T
THINK SHE'D
ACTUALLY
RIP UP THE
PLANS...





— A few days later. . . —



To be continued. . .

Summer, the seventh year of
the Tenmei Era (1787). The road
called Ohshu Highway extends
from the North down to Edo,
as far as the eye can see.

SAMURAI SHODOWN

THE WIND --
FULL OF
THE **DARK**
SPIRIT --
BLOWS FROM
THE SOUTH-
EAST...

... WITH
DEATH ON
ITS WINGS!
EVERYTHING
IS DYING...
FORESTS...
FLOWERS...
BIRDS...
BEASTS...
AND
PEOPLE...

SAMURAI SHODOWN





BATTLE ONE: ENCOUNTER

Story by **KYOICHI NANATSUKI**

Art by **YUKI MIYOSHI**

English Adaptation by **FRED BURKE & KAORU HOSAKA**

Lettering & Touch-up by **MARY KELLEHER**

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DID YOU HEAR ABOUT THE RIOT IN EDO?

HYUUUU



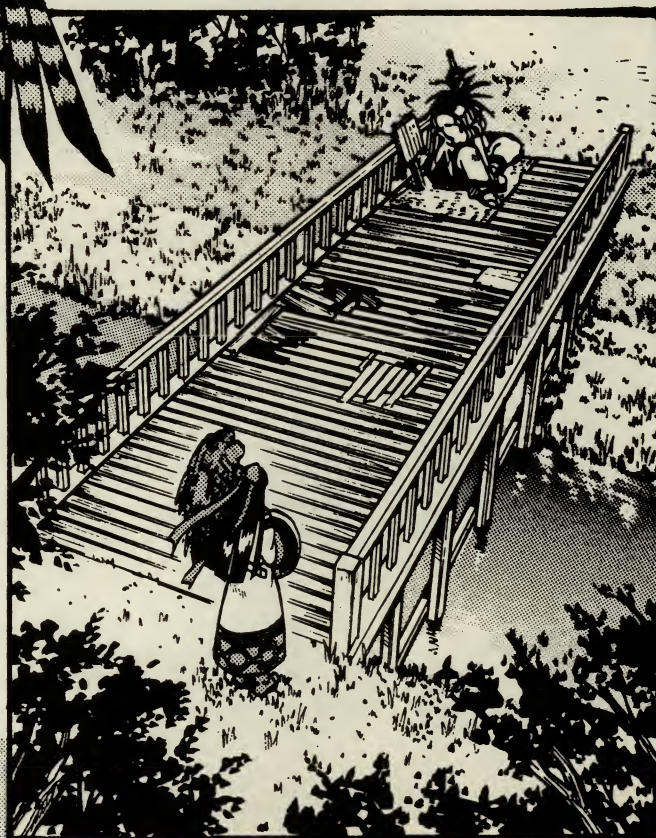
SO MANY ARE STARVING IN THE NORTH THAT THEY'RE EATING THEIR OWN CHILDREN!

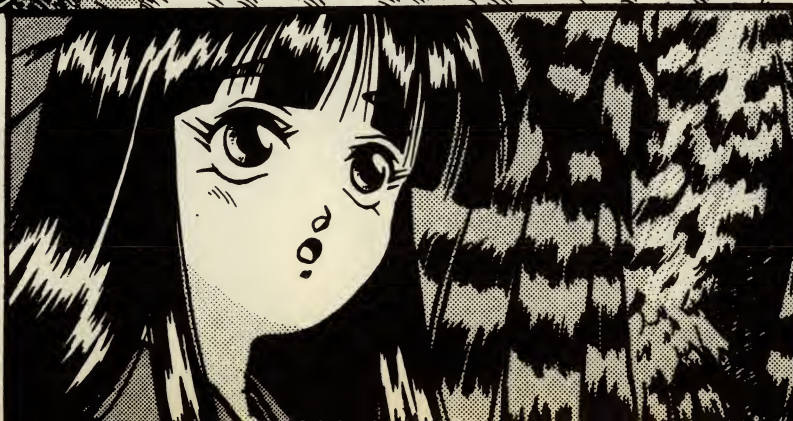
ROGUES AND GANGS ARE ALL **OVER** THE PLACE NOWADAYS-- EVEN HERE!

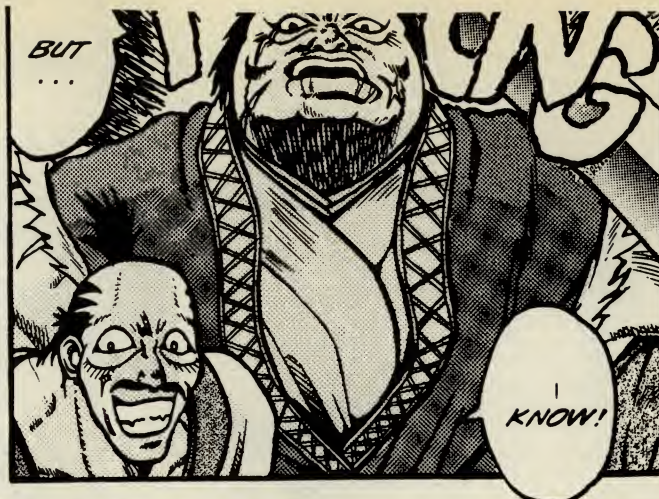
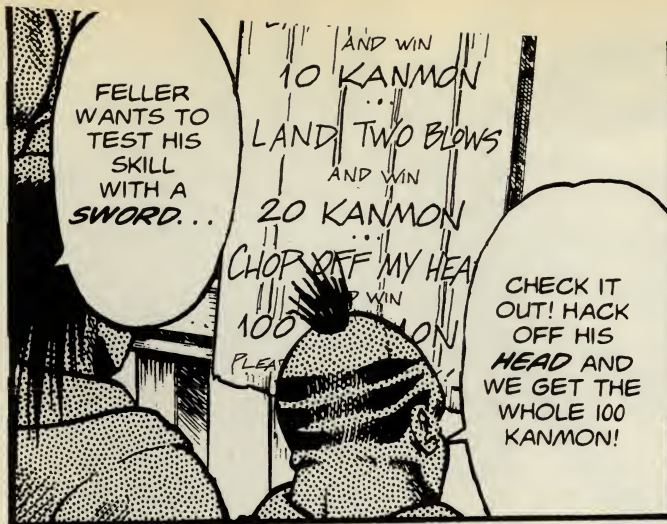
IF WE DIDN'T HAVE A **TINY SHARE** IN THE GAMBLING HOUSE, WE'D NEVER SURVIVE.

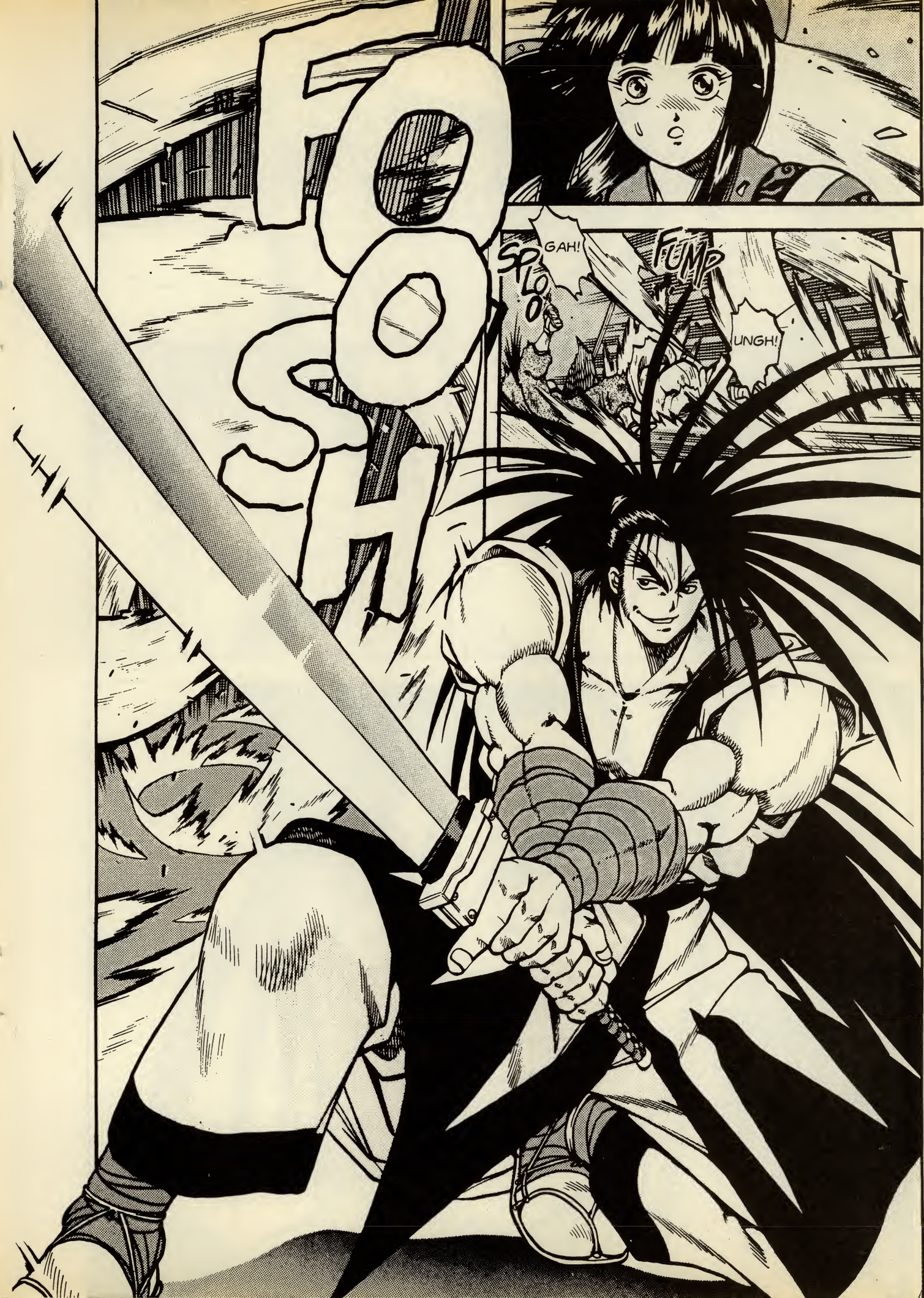


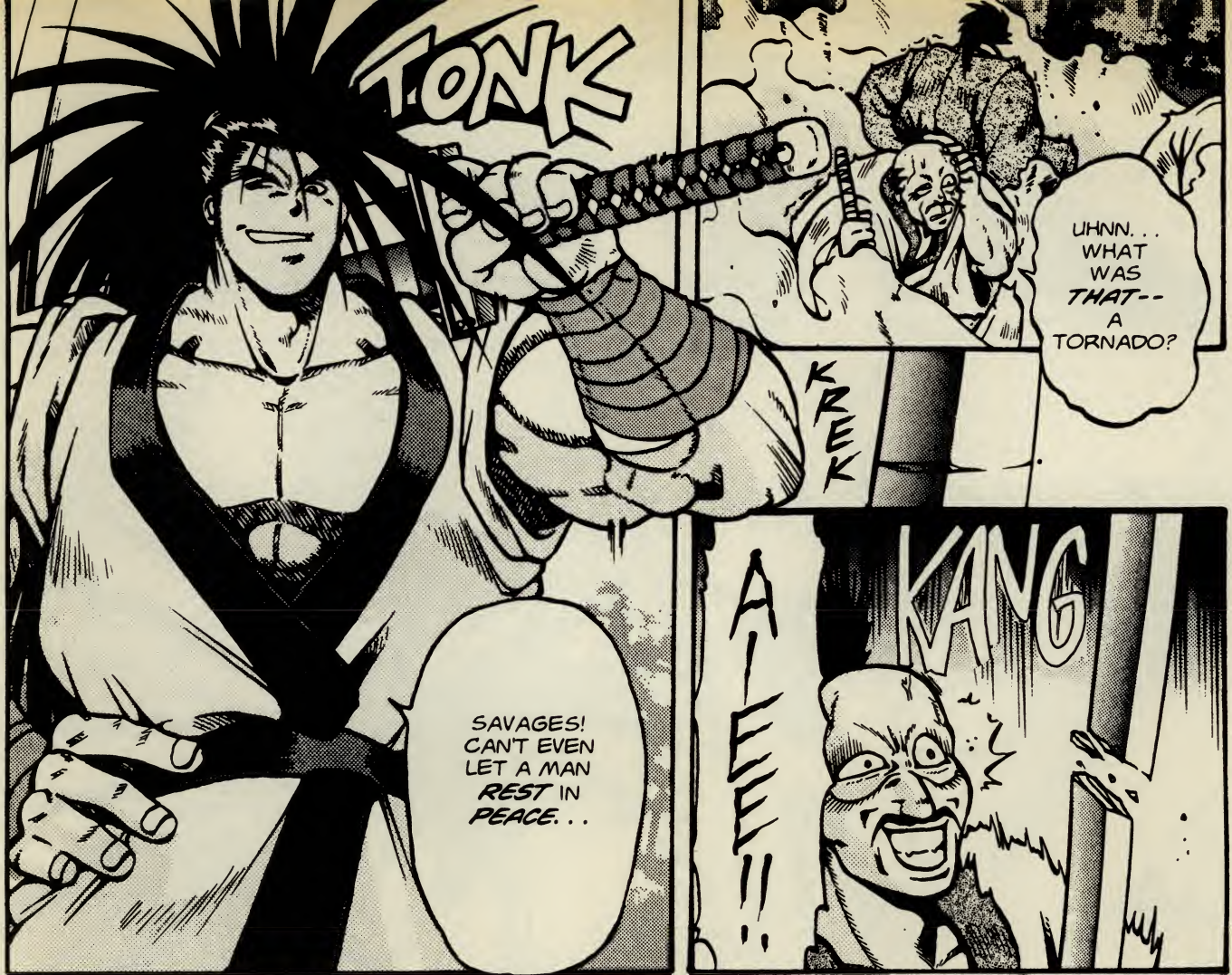
FIVE YEARS OF FAMINE... I-I DON'T EVEN WANT TO **LIVE** ANY MORE...

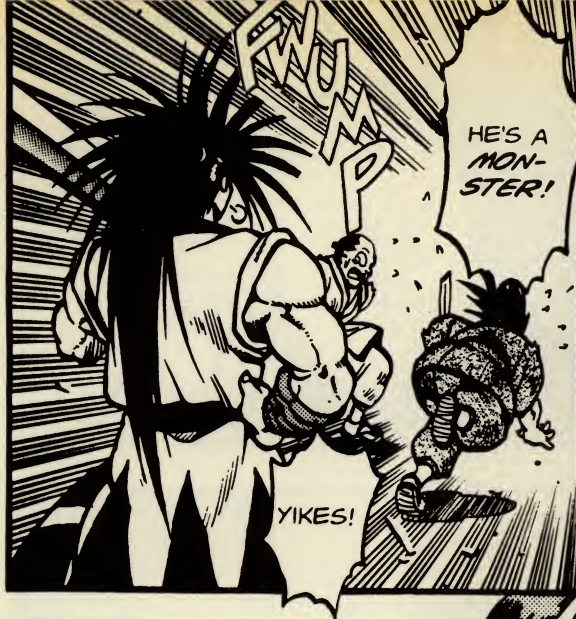












HE'S A
MON-
STER!

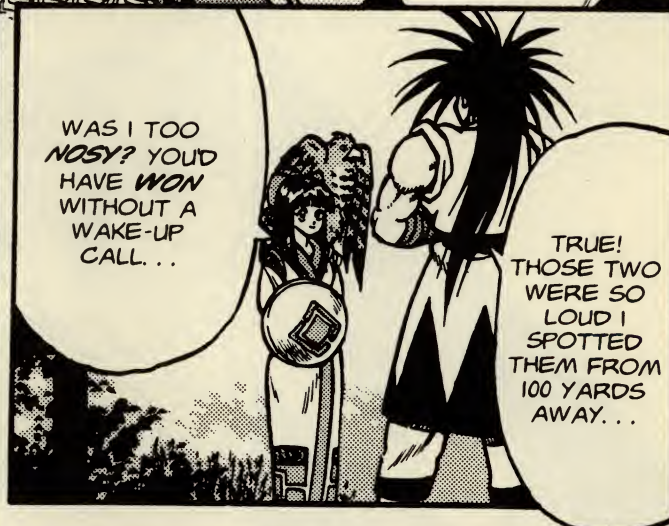
YIKES!



SHAAA

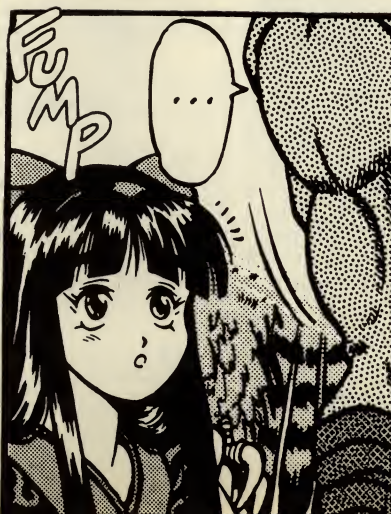


AH--
IT WAS *YOUR*
HAWK!
THANKS...
I MIGHT
HAVE OVER-
SLEPT!

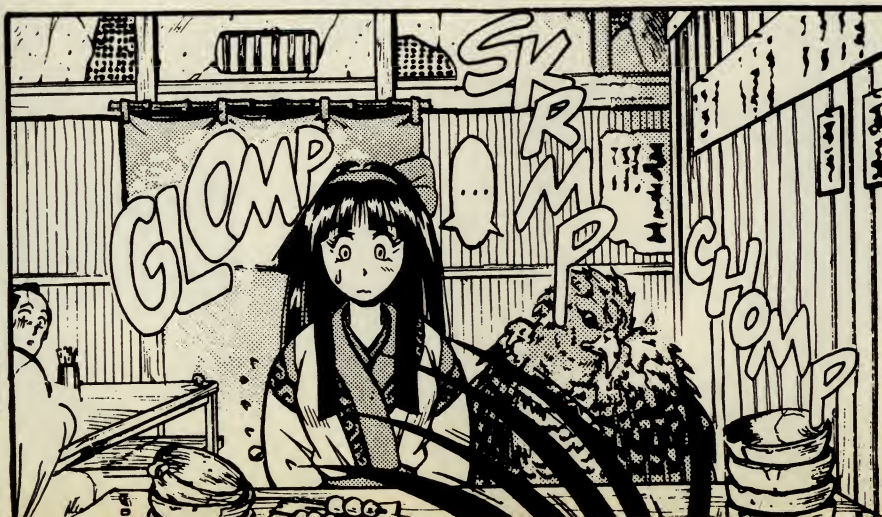
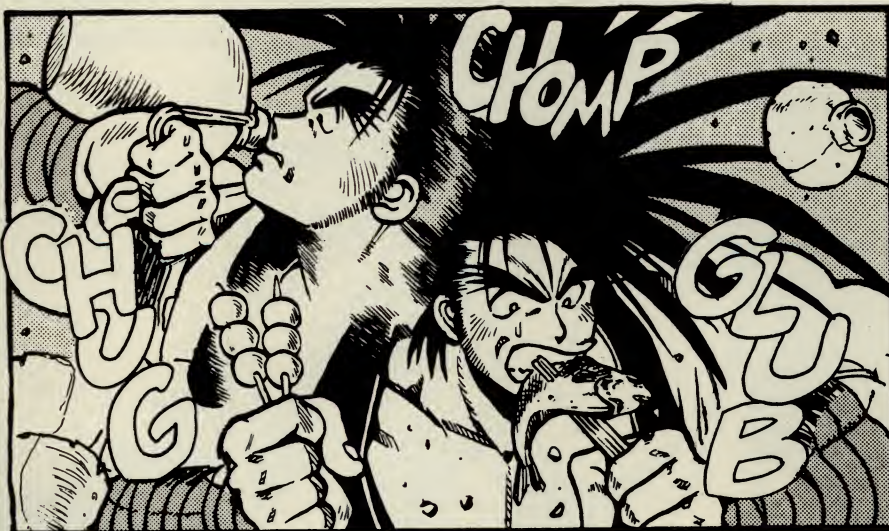
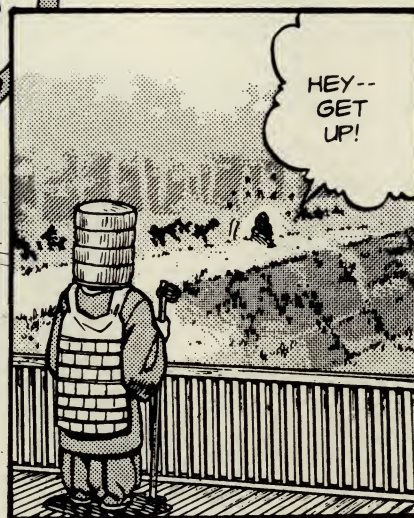


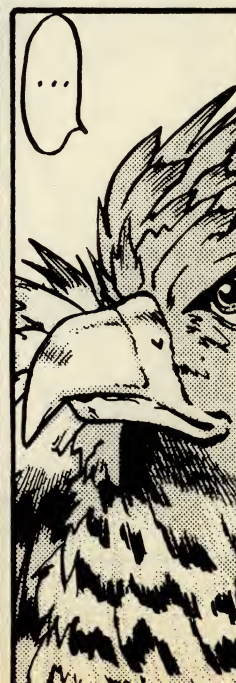
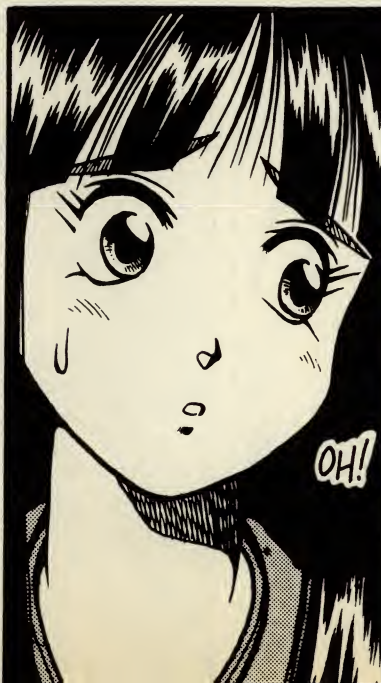
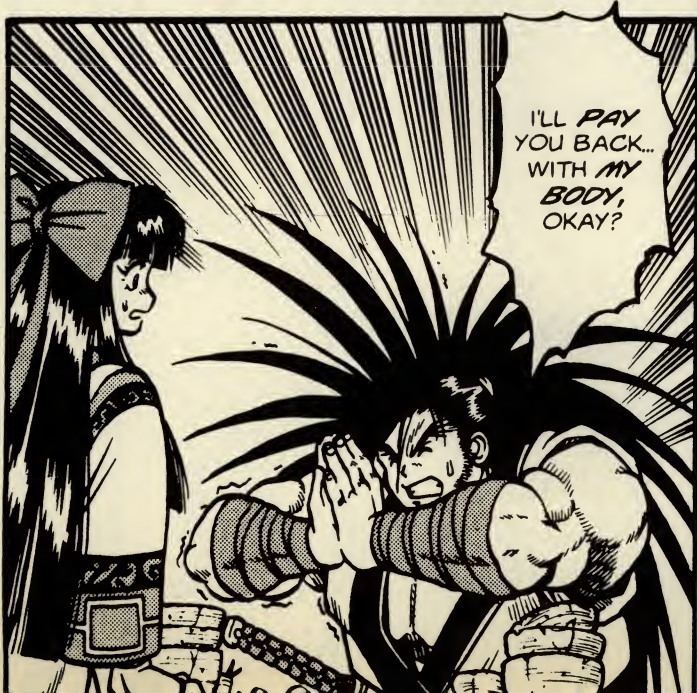
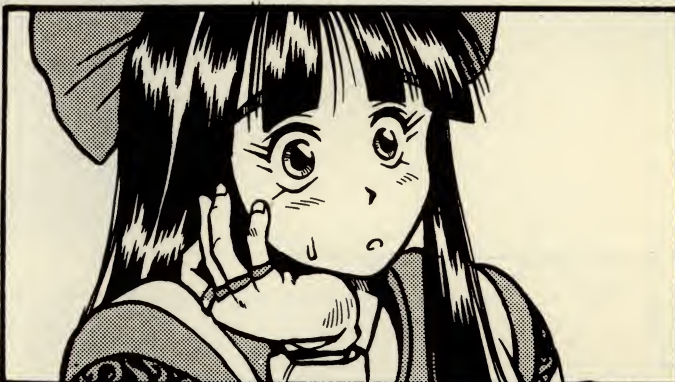
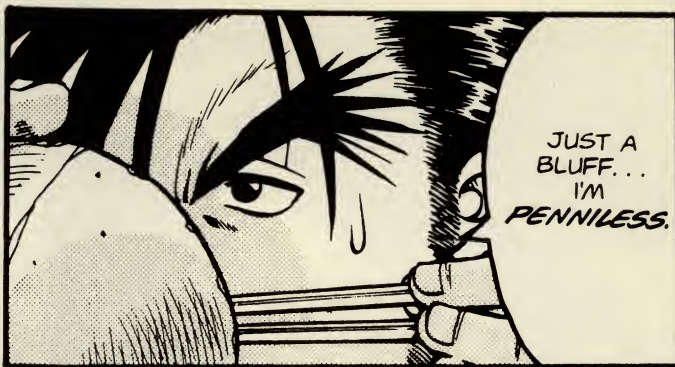
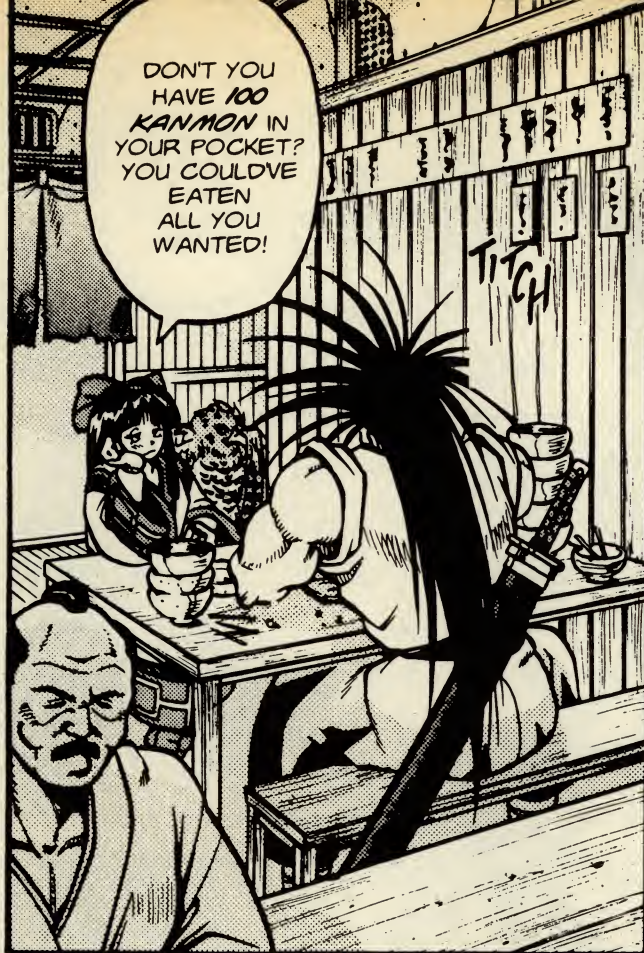
WAS I TOO
NOISY? YOU'D
HAVE *WON*
WITHOUT A
WAKE-UP
CALL...

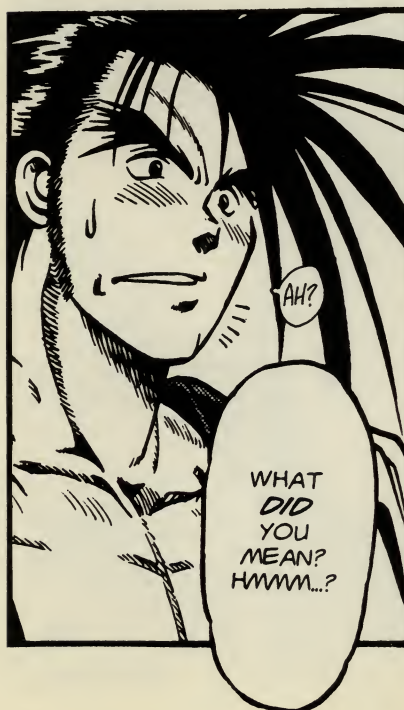
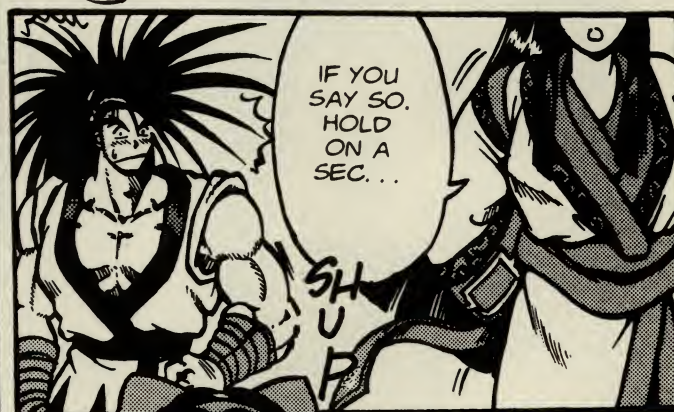
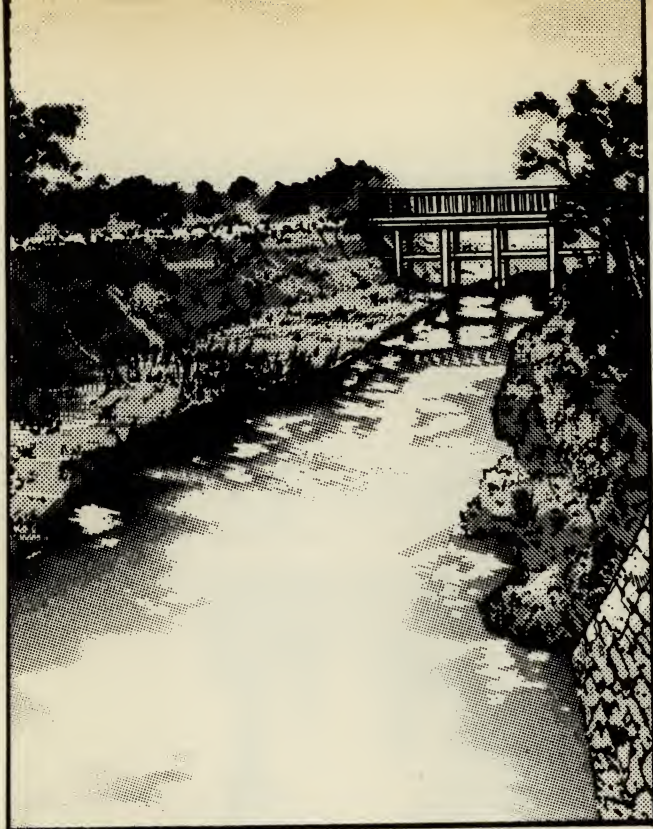
TRUE!
THOSE TWO
WERE SO
LOUD I
SPOTTED
THEM FROM
100 YARDS
AWAY...



HEY!





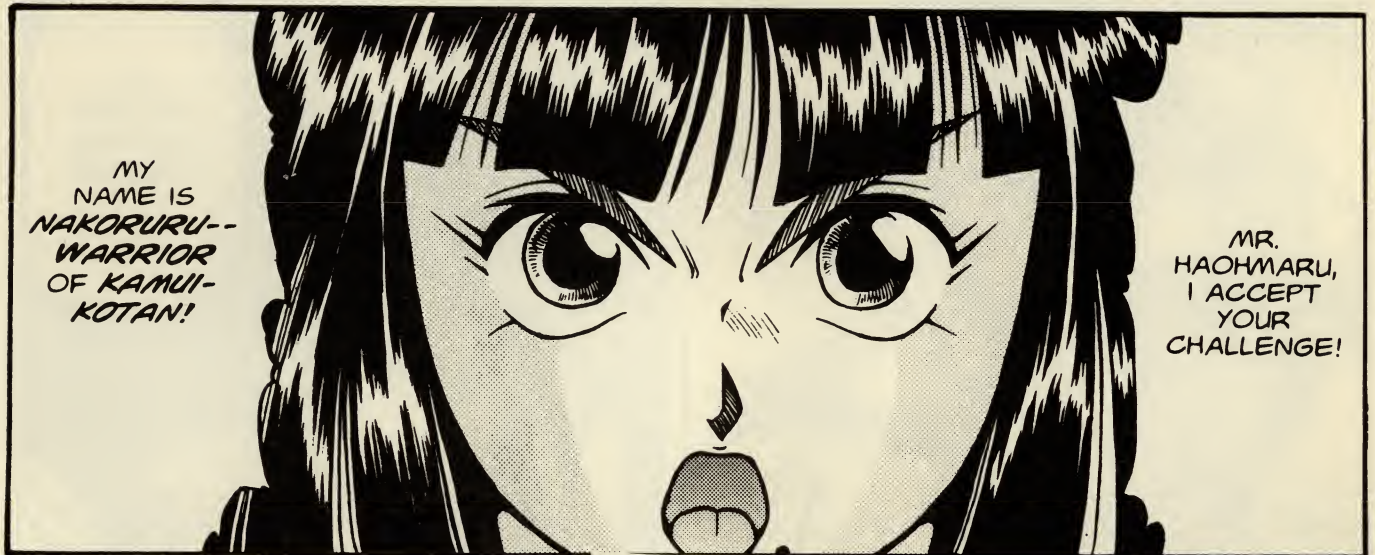




YOUR
OUTFIT...
IT'S FROM
THE FAR
NORTH,
BEYOND
OHSHU...

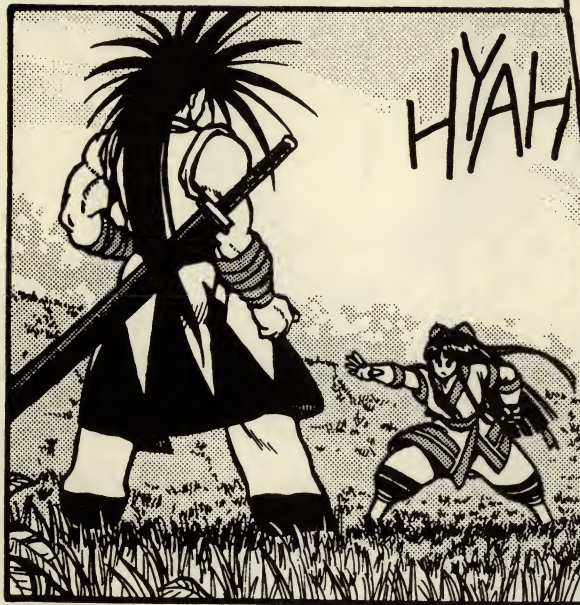


SHASH
SHASH



MY
NAME IS
NAKORURU--
WARRIOR
OF KAMUI-
KOTAN!

MR.
HAOHMARU,
I ACCEPT
YOUR
CHALLENGE!



HYAH

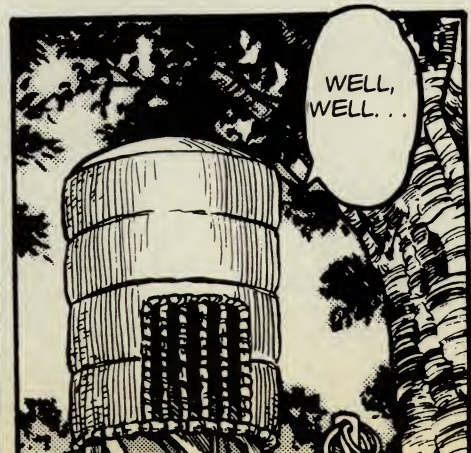



HA
HA
HA
HA
HA

WHY
TRY TO
DEFEAT
ME? I TOLD
YOU -- I'M
BROKE!




HA
HA
HA...



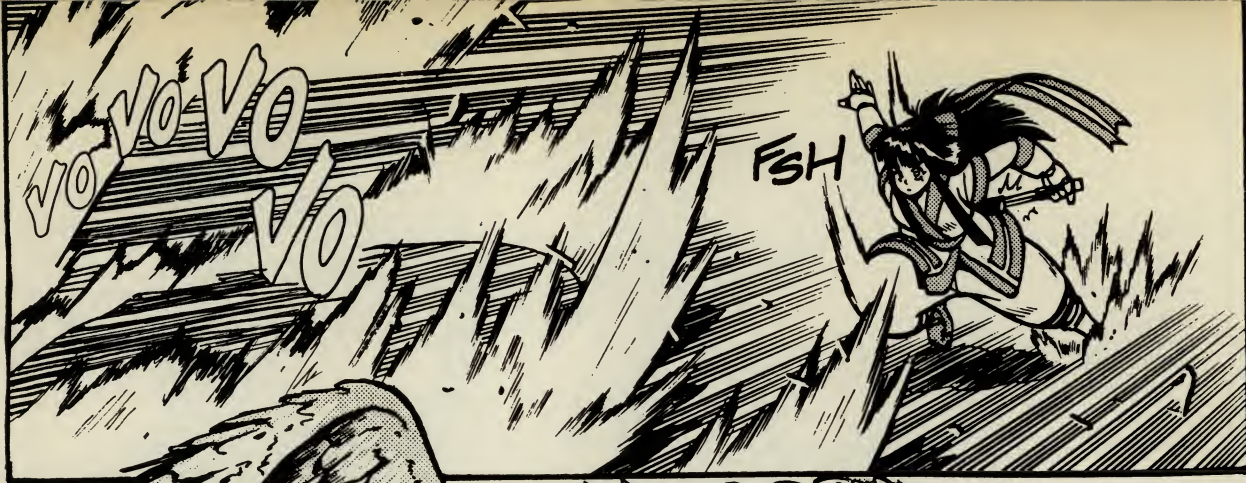


She's seen
my sword
style once
before... I
gotta be
careful!

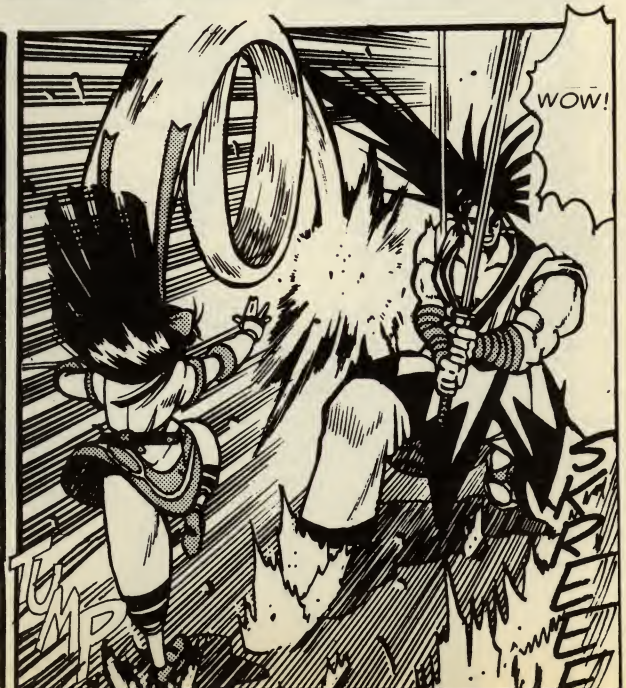
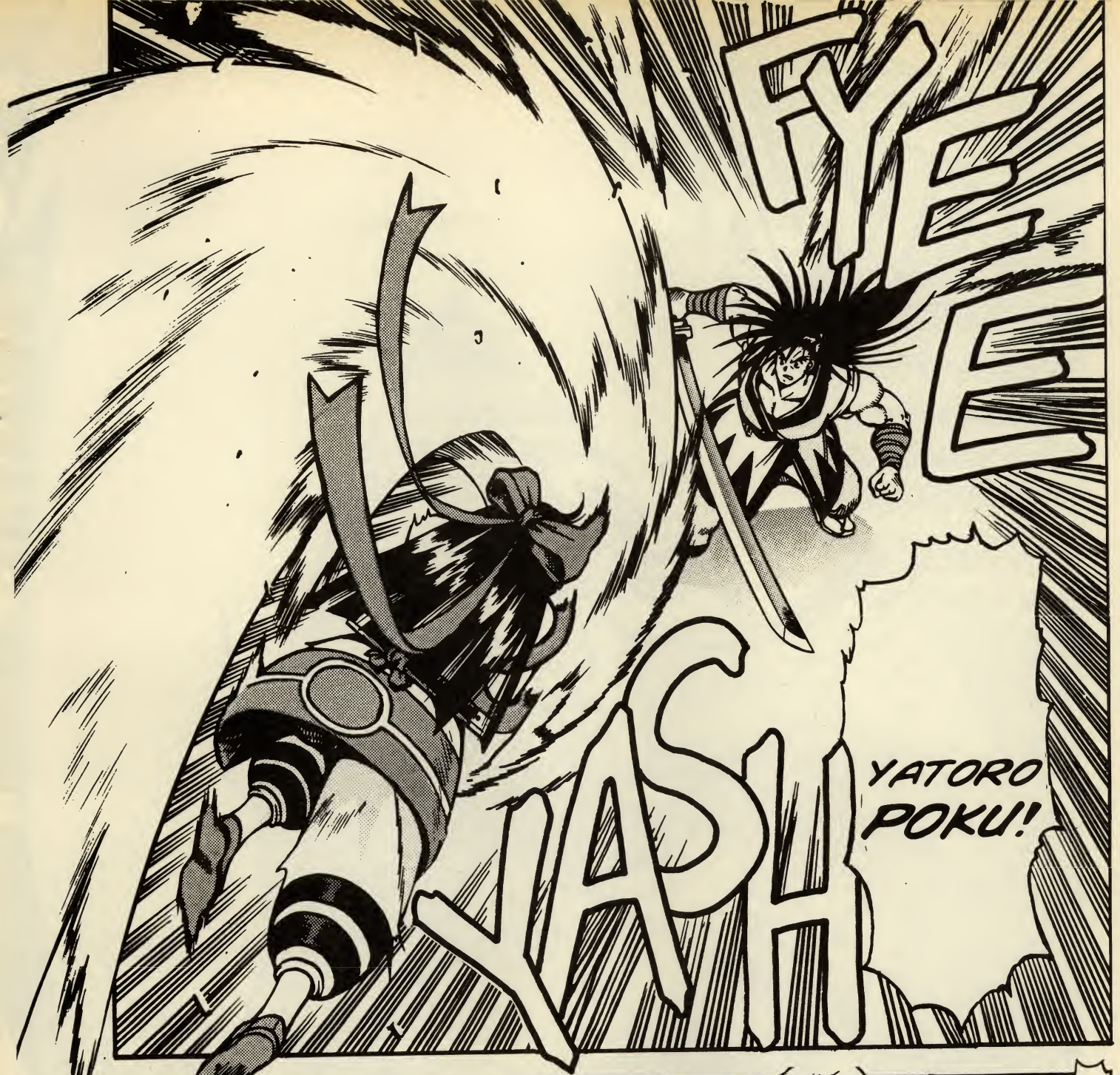


His
tornado-like
form is
dangerous!
How should I
counter it?





WHOA!

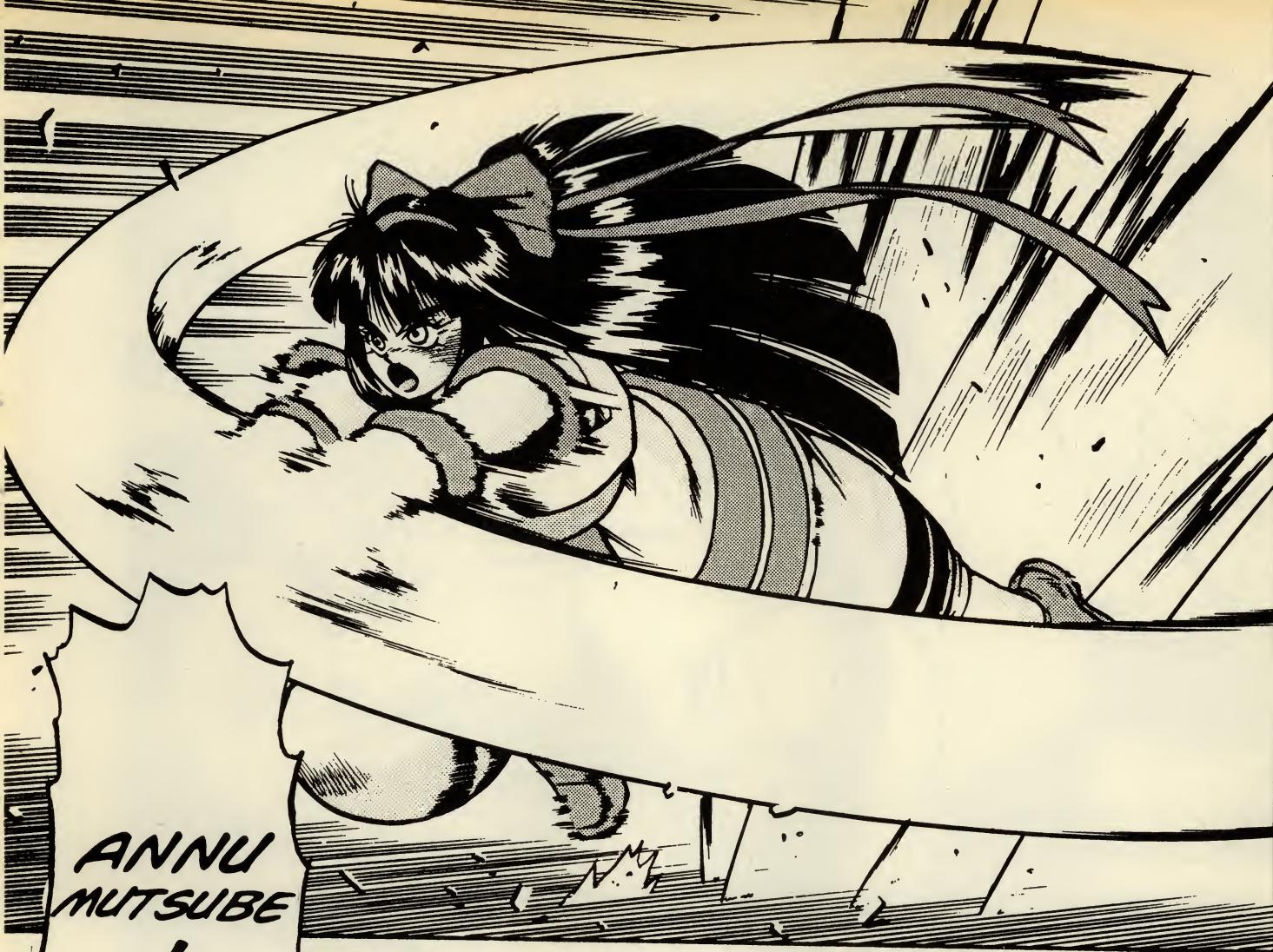


Fw

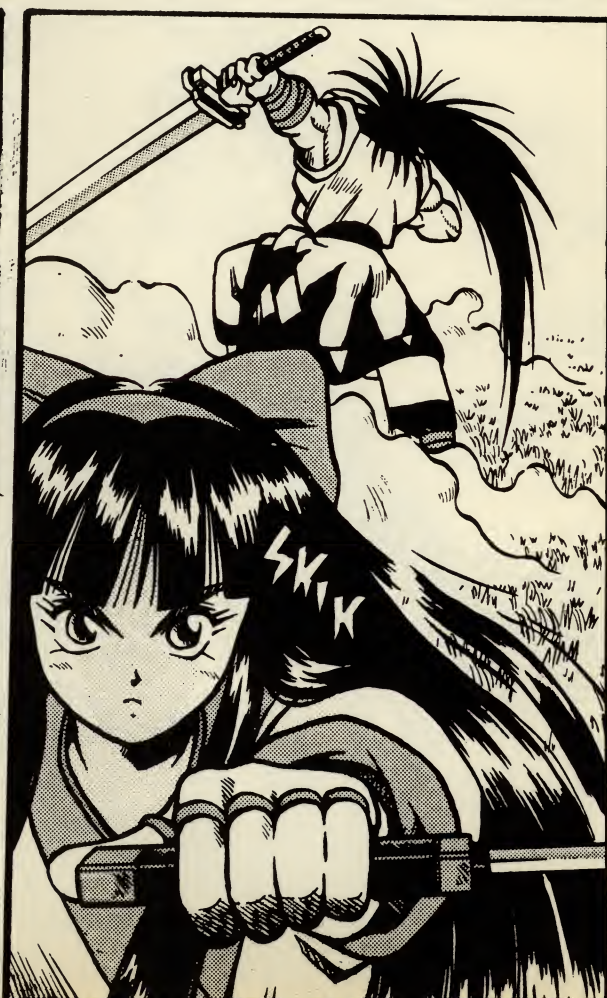
SH

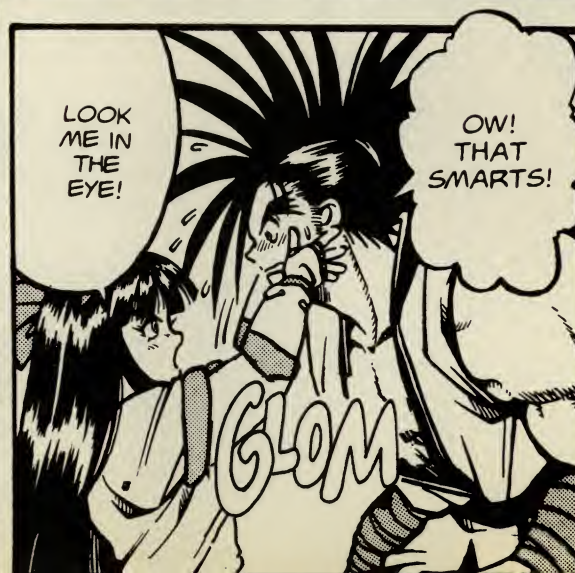
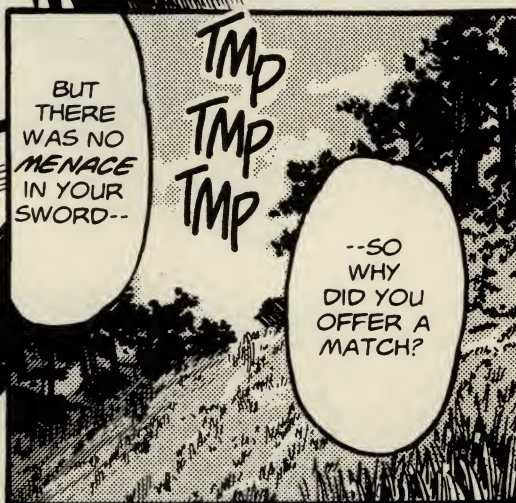


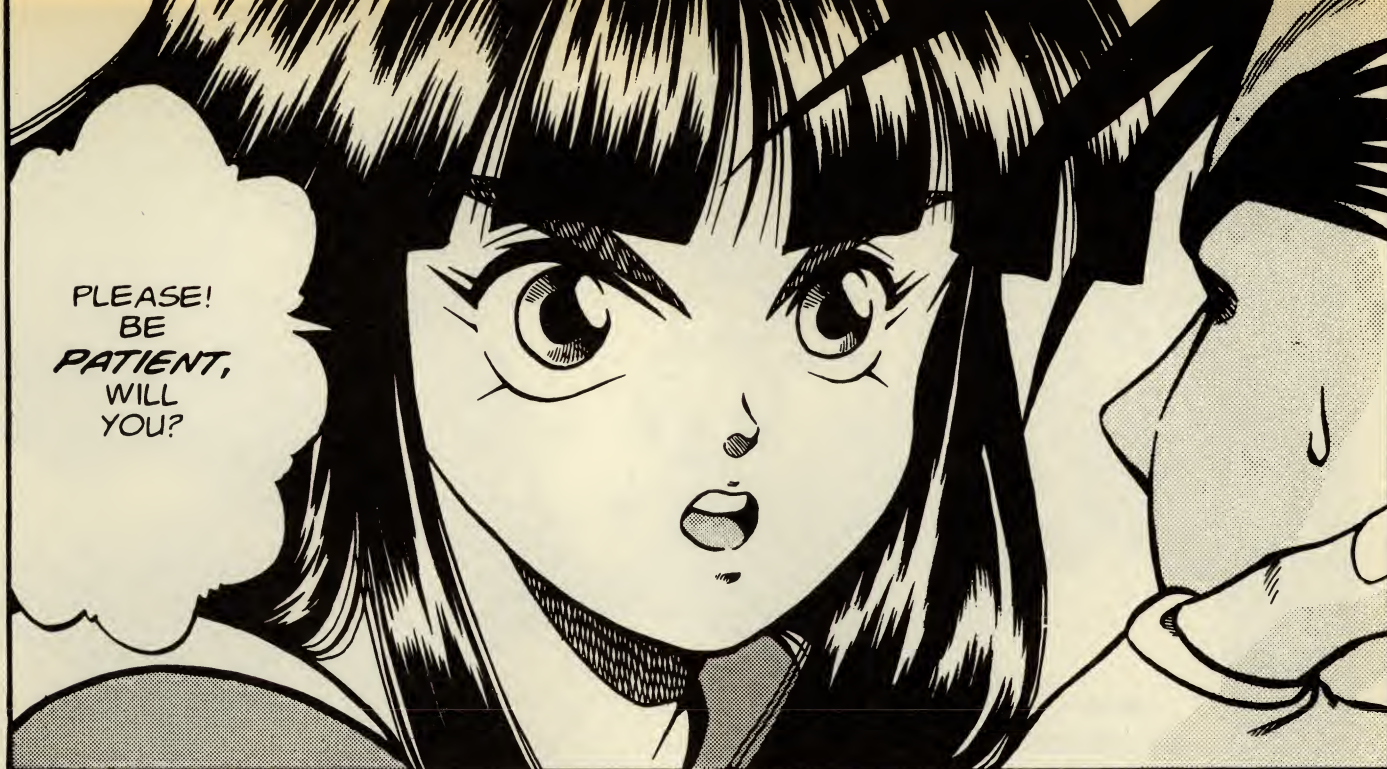
**CRESCENT
MOON
SLASH!**



ANNU
MUTSUBE
!



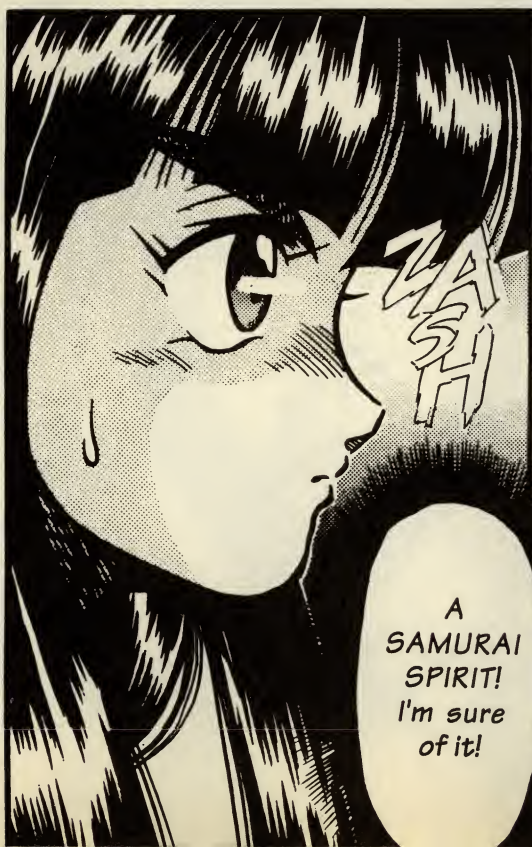




PLEASE!
BE
PATIENT,
WILL
YOU?



His
spirit is
fierce--
like a **FLAME**. . .
but so
pure!



ZASH

A
SAMURAI
SPIRIT!
I'm sure
of it!



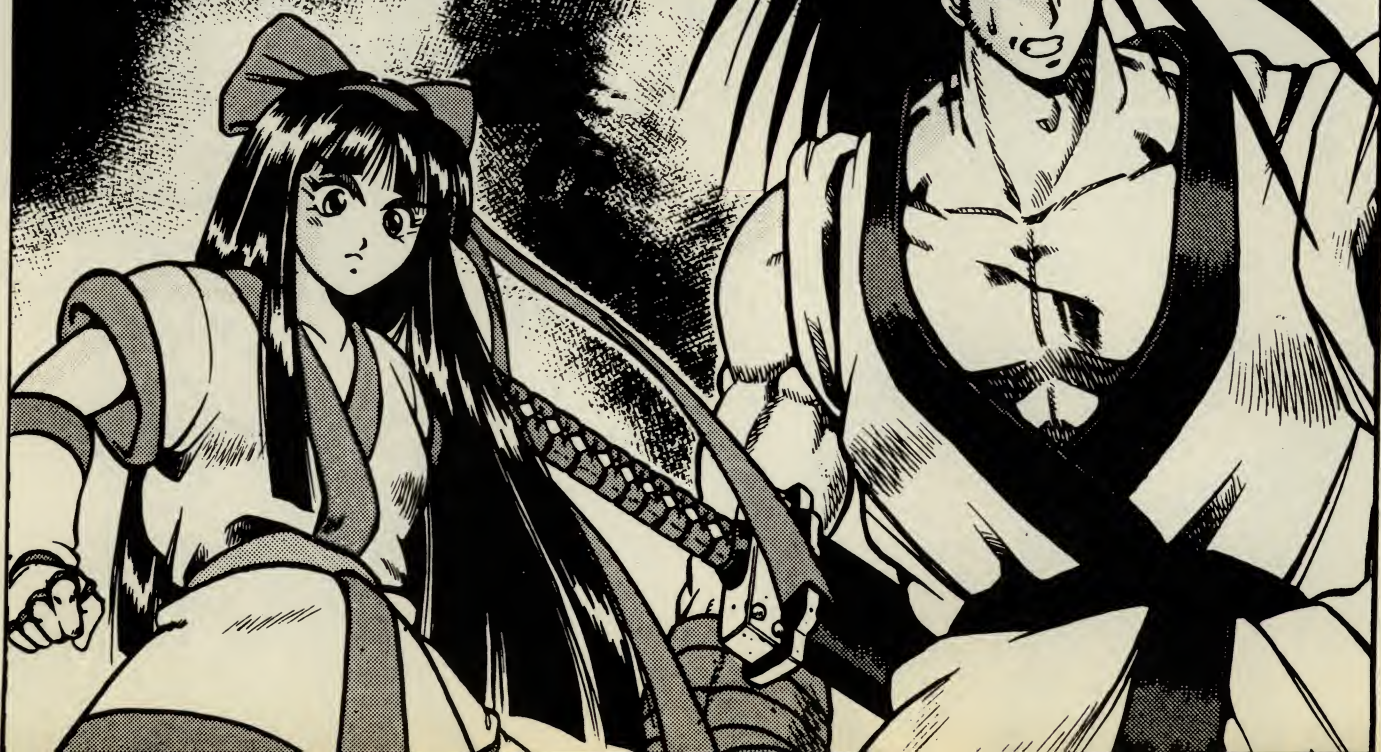
**KA-
POW**

W-
WOW!!

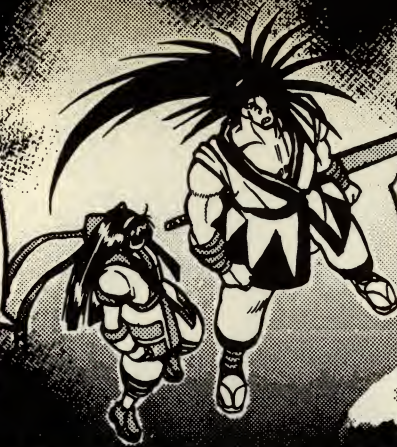
**SHA-
BOSH**

S
H
A
A

WH-
WHERE
ARE
WE!?



THIS IS OUR
WORLD...
COVERED BY
THE POWER OF
THE **DARK
KINGDOM**, AND
FACING
DESTRUCTION!



**DARK
KING-
DOM!?**



IT IS A
GREAT
EVIL **FORCE**
THAT IS AIMING
TO DESTROY
THE **WORLD!**

THERE!
THERE LIES
THE **CENTER**
OF ITS DARK
POWER!

RMRMRMRMR

BUT
THAT'S...
EDO!
OUR
CAPITAL!

WE
MUST CUT
THE **HEART**
OUT OF THE
**DARK
KINGDOM...**

...THAT IS
WHY I'VE
COME FROM
KAMUI-
KOTAN.

PLEASE,
HAOHMARU!
I'M A
PRIESTESS
...AND I NEED
YOU...



SHAAAA

WHO ARE
YOU?
YOU, WHO
STARE
AT ME...

...JUST
SILLY
LITTLE
HUMANS!

zazohkh

!

NO!
HE'S
GOING
TO GET
US!

WHAT!?

A
E
E!

SHAWOOP

DIE!



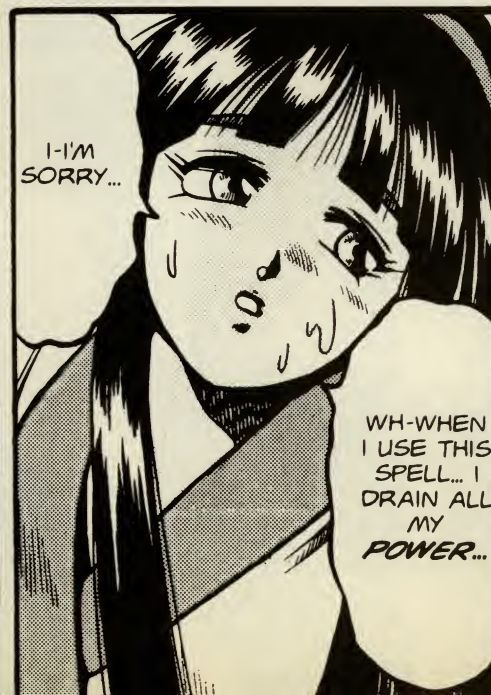
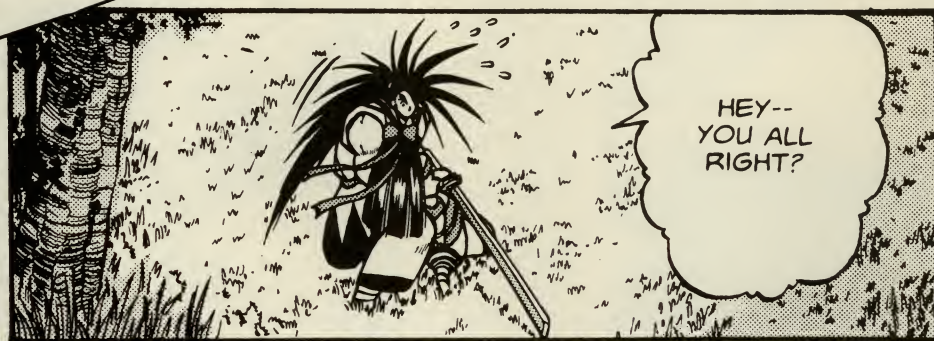
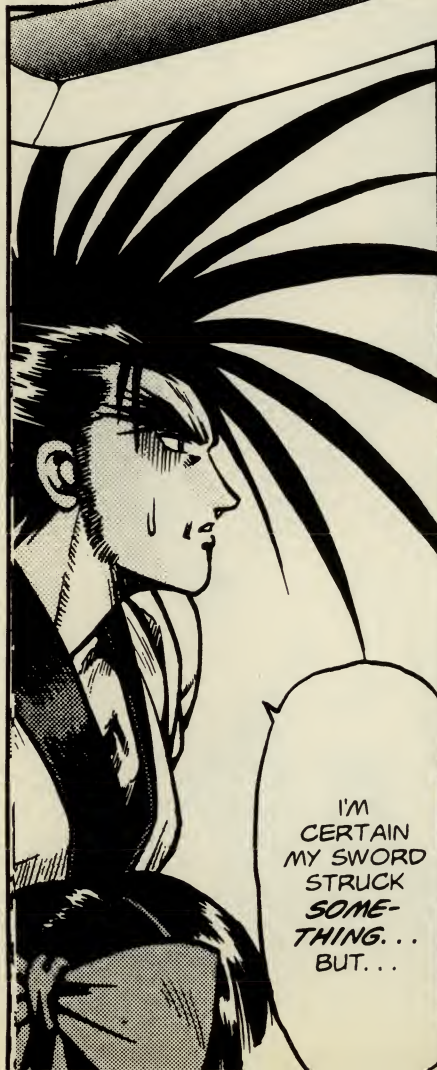
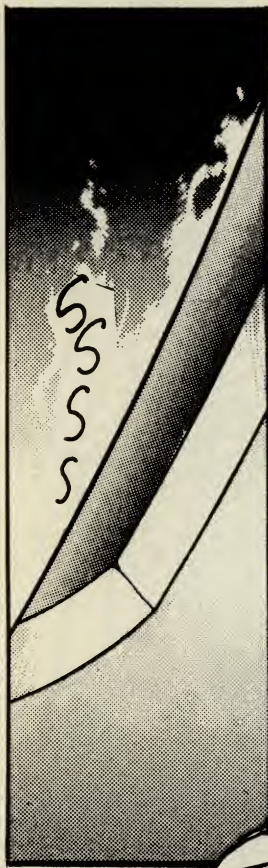
RR

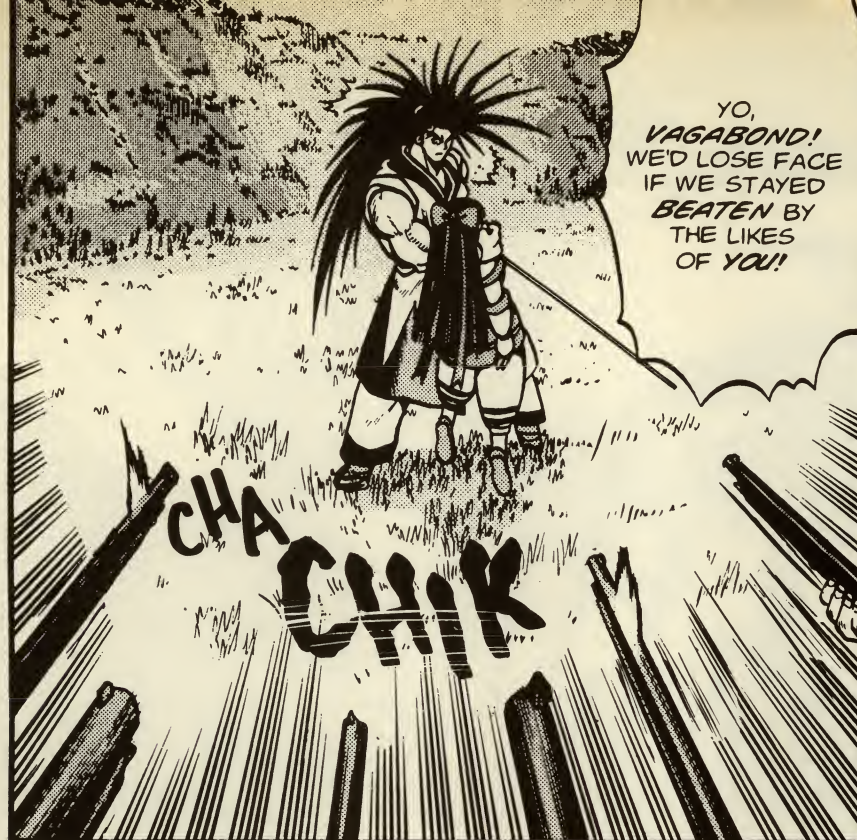
OOOWRR!!

SKA-

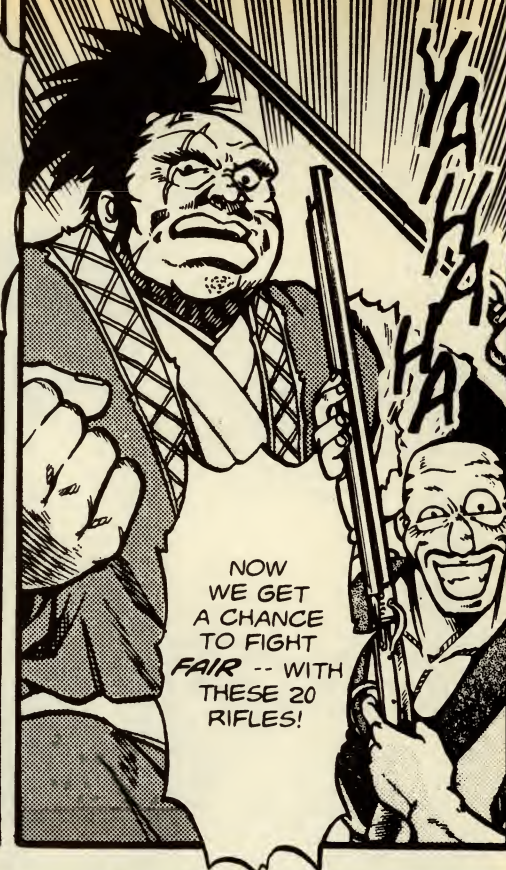
SKA

H





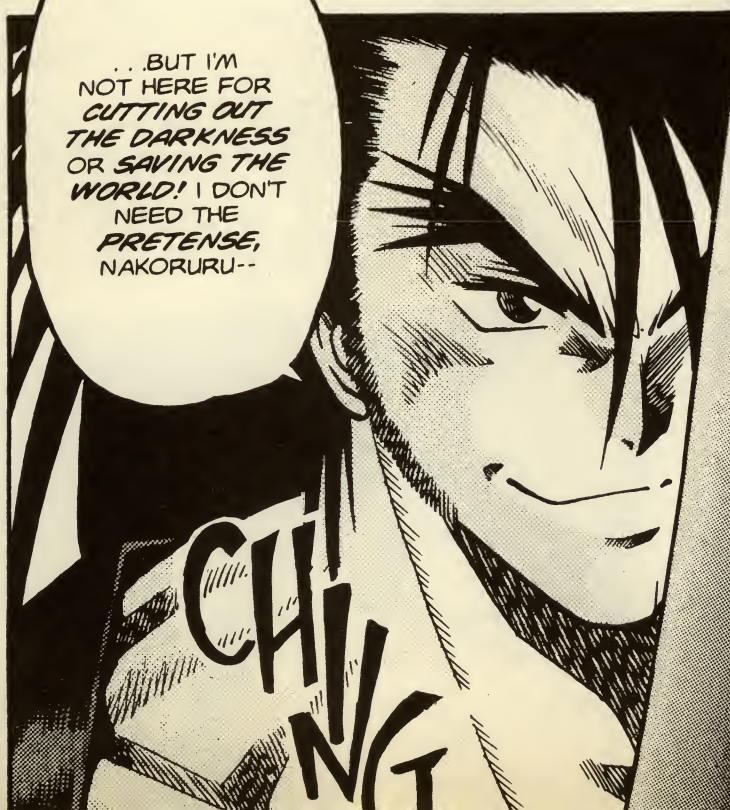
YO,
VAGABOND!
WE'D LOSE FACE
IF WE STAYED
BEATEN BY
THE LIKES
OF YOU!



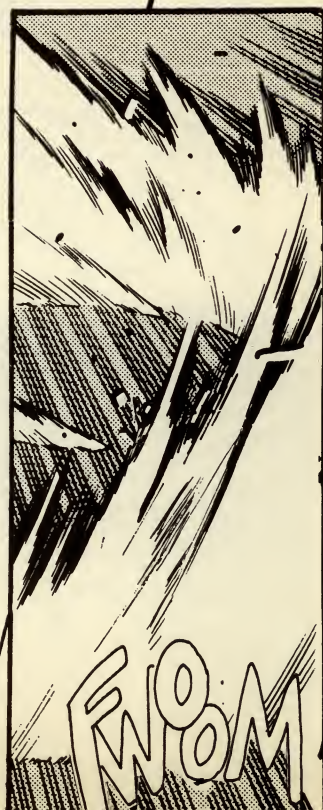
NOW
WE GET
A CHANCE
TO FIGHT
FAIR -- WITH
THESE 20
RIFLES!




... YOUR
NAME IS
NAKORURU,
RIGHT? I-I
BELIEVE
YOU. . .



... BUT I'M
NOT HERE FOR
CUTTING OUT
THE DARKNESS
OR SAVING THE
WORLD! I DON'T
NEED THE
PRETENSE,
NAKORURU--





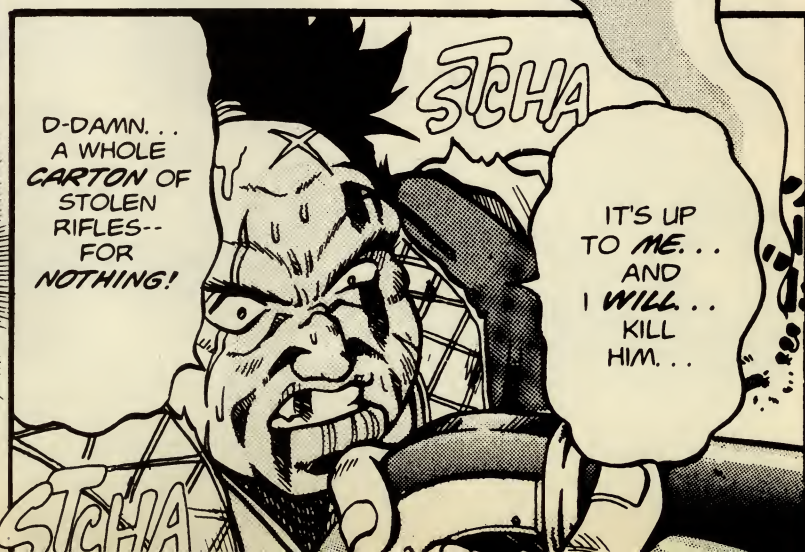
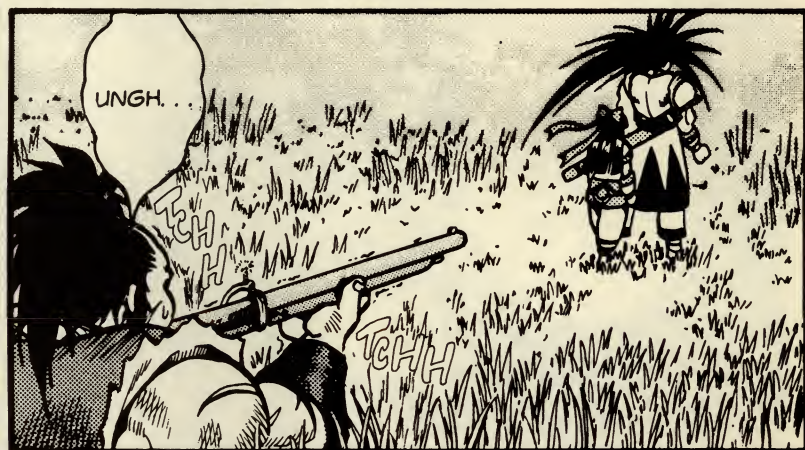
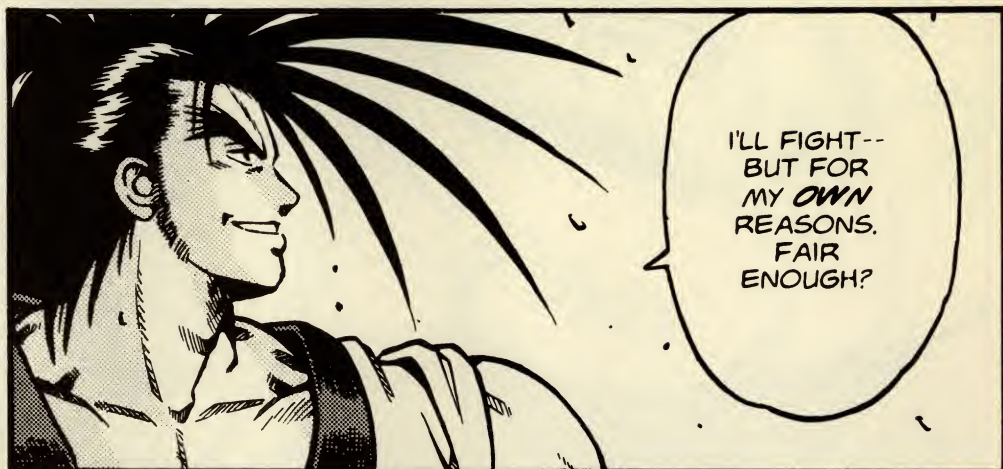
--I JUST
WANT TO FIGHT
THE **STRONG**
ONES!
THAT'S MY
SOLE
PURPOSE!

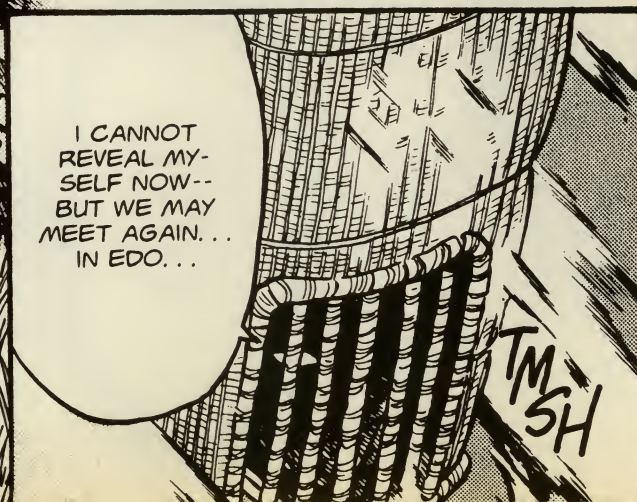
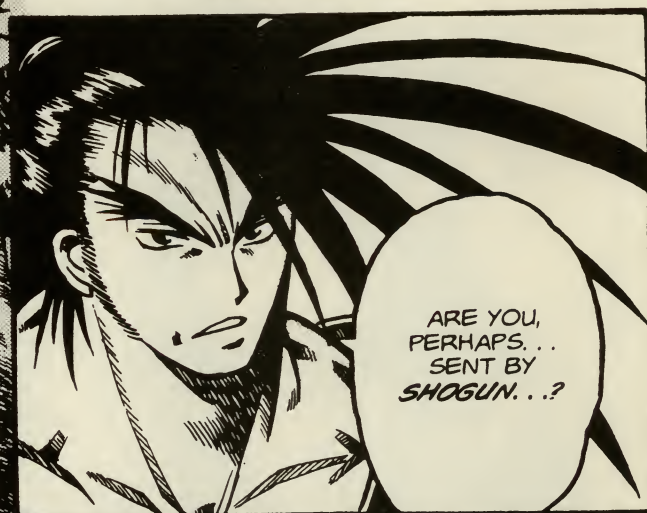
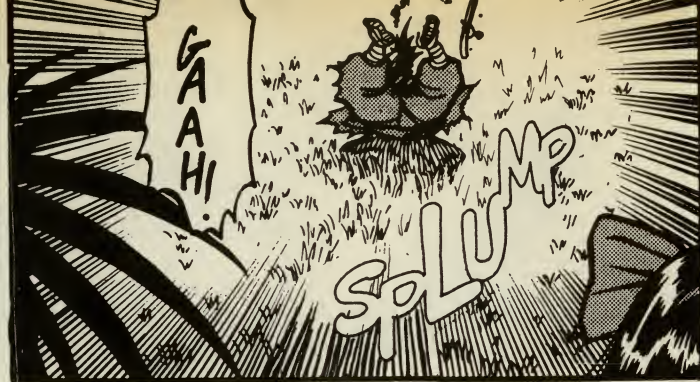
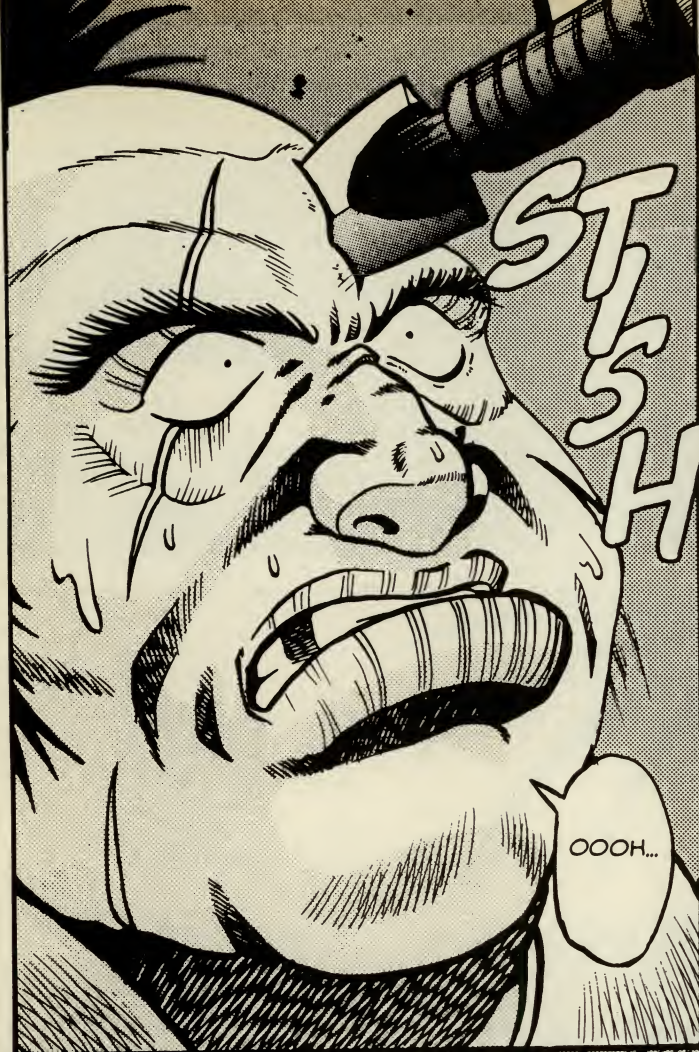
RROWWRR!

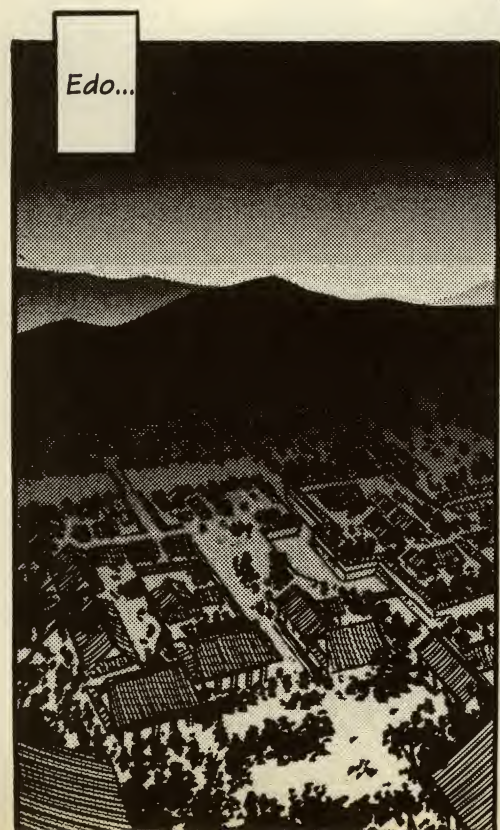
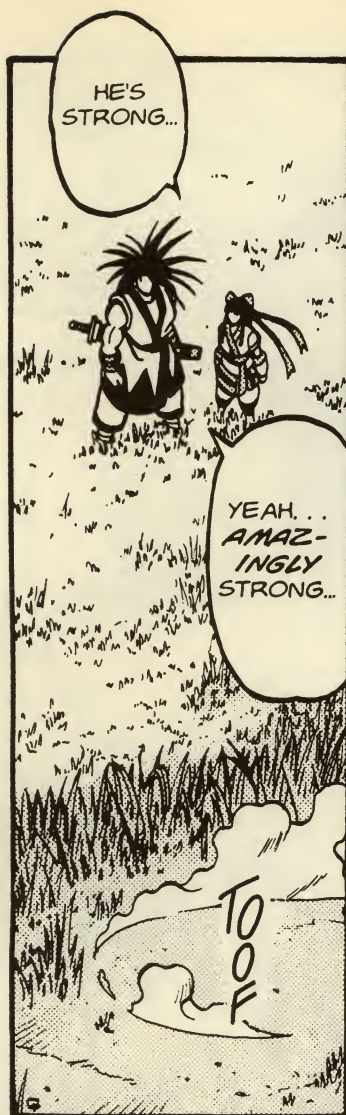




KA
W
E
E
E
E

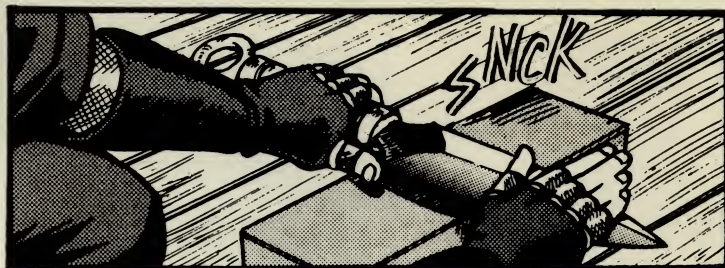




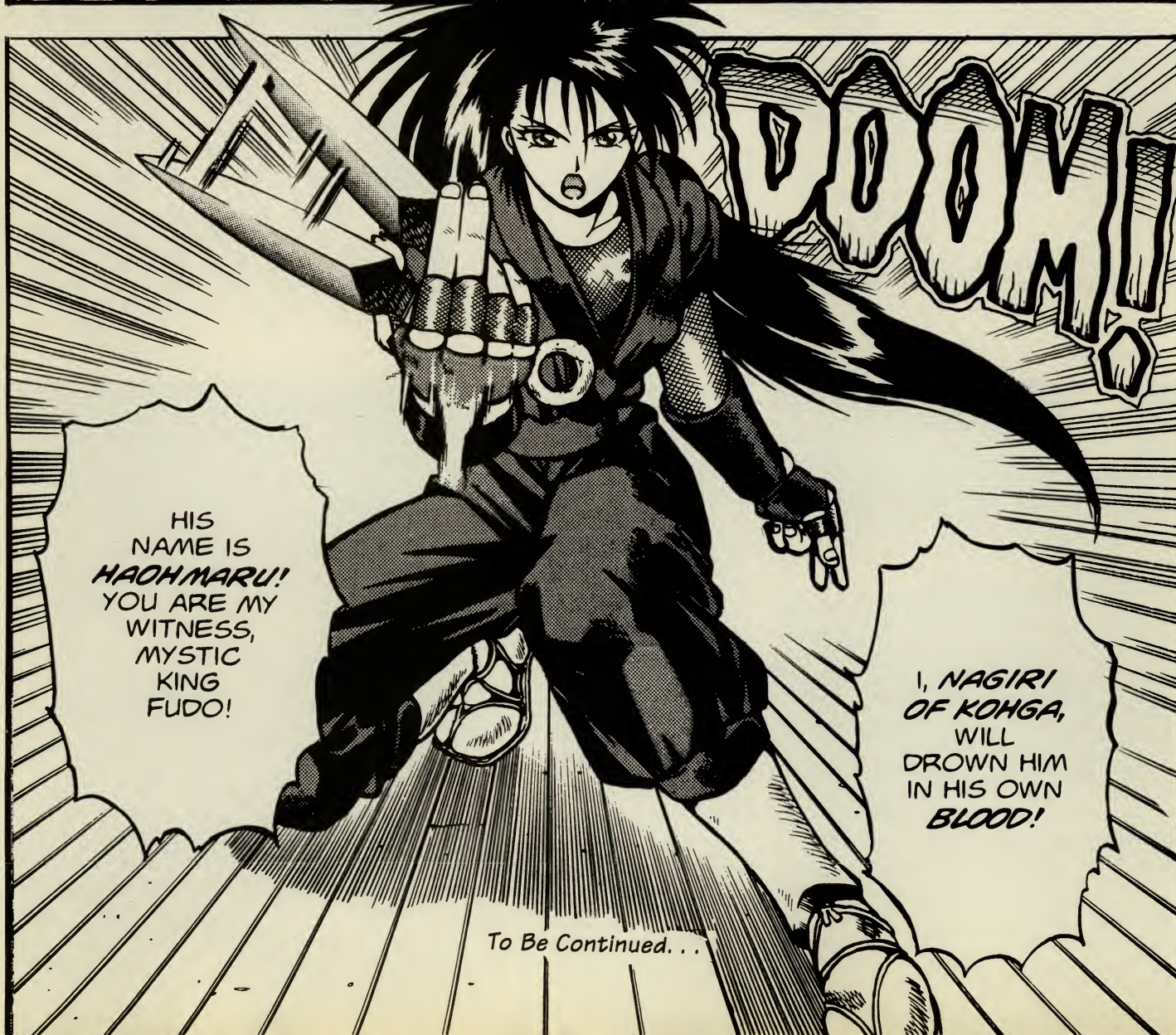




IT WON'T
BE LONG!
HE'LL
COME TO
EDO...



...AND, AT
LAST, I WILL
AVENGE MY
FATHER,
KOHGA
MURYOHKEN
...!



HIS
NAME IS
HAOH MARU!
YOU ARE MY
WITNESS,
MYSTIC
KING
FUDO!

I, **NAGIRI**
OF **KOHGA**,
WILL
DROWN HIM
IN HIS OWN
BLOOD!

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SONY PLAYSTATION



(Import)

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Burning Fest
Choro Q
Deadheat Road
Double Dragon
Dragon Ball Z Legend
Dynasty War
Floating Runner
Galaxian 3
Galaxy Fight
Genso Suikoden
Goemon Warrior
Gundam V. 2.0
Irem Arcade Classic
Jumping Flash 2
Illing Zon
Motor Toon GP 2
Puzzle Bobble 2
Ridge Racer Revolution
Rockman X3
Sailor Moon Super S
Snatcher
Tekken2
Tetris X
Tokimeki Memorial

(US)

Dark Stalker
Deadly Skies
Earthworm Jim 2
Legacy of Kain
Myst
Raven Project
Return to Zork
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Sailor Moon Super S
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Zenki

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(Import)

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Dark Legend 2
Dark Savior
Dragon Ball Z
Dragon Force
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Feda Remake
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Gotha 2
Guardian Heroes
Gulliver Boy
Gun Griffon
Gundam
Keio Geki
King of Fighter 95
Linkle River Story
Rockman X 3
Sailor Moon Super S
Snatcher
Sonic Wing Special
Story of Thor
Tetris
World Advance 2

and
many
more...

(US)

Baku Baku
Destruction Derby
Dragon's Lair 2
Gldn Ax:The Duel
Guardian Heroes
Irem Arcade Clsc
Iron Storm
Legacy of Kain
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NHL Powerplay 96
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Skeleton Warriors
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Wipe Out

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Vasteel 2
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Strider
Xak 3
Advanced V.G.
Flash Hiders
Super Big Brthr 2
Strip Fighter 2
Neo-Nectaris
Princess Makr 2

Sister
Kabuki
Legend of Xanadu 2
Guilliver Boy
Loug 2
Ranma 1/2 (#3)
Dracula X
Drgn Knight & Grafiti

SPECIAL

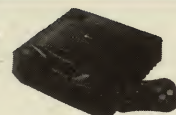
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OLD FIGHTERS, NEW STREETS



Street Fighter Alpha

System: Sony Playstation
Developer: Capcom
Publisher: Capcom
Availability: Now

This game is the latest installment of the never-ending Street Fighter series. Many of the older characters from the original Street Fighter and Final Fight make an appearance. The old diehards are back as well, and there are also three hidden characters (Dan, Akuma and M. Bison).

So how is the game? I've played the arcades quite a lot, and the graphics, sound and animation are exactly the same. There are new options such as speed, rounds, and

tion is quite decent, but not on a par with X-Men.

The biggest problem is the lack of interesting characters. Ryu, Ken... been there, done that. Sodom and Birdie (whose cheapness is beyond comprehension) remind me of Zangief and T. Hawk, except both are even sadder than their veterans. Guy is another Fei Long, but is quite different from the other players, depending on confusion and quick off-guard reactions to do damage, rather than old tactics of zoning, etc.

Adon is a Vega lackey, except much less effective. Rose is definitely the most original, but

also really hard to use (unless you're the computer)!

To me, this is another basic hum-drum Street Fighter. Once in a while the game surprises you with after-throw juggles and things like that, but still, I expected more. It was an interesting diversion for a while, and I must say the Playstation version is a very good, although not perfect, replica of it.

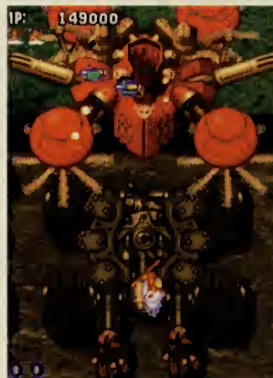
Raymond Pat



©1996 Capcom Co. Ltd.

The Last Word: Not much originality, but still solid gameplay and characters you can trust.

SHOOTER STORY



Gunbird

System: Sega Saturn
Developer: Psikyo
Publisher: Atlus
Availability: Now (Japan); unknown (U.S.)

Gunbird is yet another example of a game that is popular in Japan and largely ignored by U.S. gaming mags. In a way, their lack of interest is justified, since to many Gunbird would seem an average vertical shooter.

On the other hand, it's got gorgeous artwork and excellent character designs, not to mention the wacky storyline. While some "gameplay is everything" types would brush these off as non-essential, in my book the overall presentation is as important as the game engine itself. It's not like the actual game is *bad*, mind you, just a bit on the short side with seven brief stages, where most of the time is spent fighting the boss. To give credit where credit is due, Gunbird is hard (unless you set the difficulty level to "monkey"), and has multiple endings that add to the replay value. (The endings depend on what character you are playing and whether you are playing solo or with a friend.) The game can be played in the letterboxed or original mode, the latter requiring you to flip your TV on the side (for some

reason the full-screen mode is missing from the PSX version of the game). The extras not seen in the arcade version include an animated intro and comedy skits where the characters discuss various fan art pieces.

I must say I expected a bit more from Gunbird, largely because I've never had a chance to play it in the arcade, but it was fun while it lasted.

Ted Thomas



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The Last Word: If all you want in a shooter is that it should be very long and very hard, I suggest Darius. If, however, you are an anime fan, I bet that you'll be on the phone calling various import shops the minute you see this page.

A TOKYO SCHOOLGIRL IN CEFIRO'S COURTS



Magic Knight Rayearth

System: Sega Saturn
Developer: Sega
Publisher: Working Designs (U.S.)
Availability: 1995 (Japan); August 1996 (U.S.)

What else can I say other than the number one reason I bought a converter for my Saturn was one game, Rayearth? Being a devoted fan of both the manga and anime series, I was overjoyed to hear that it was being transformed into a video game.

First of all, the fully animated intro (which is the same one used in the TV series) looks great, and is accompanied by a wonderful song by Japanese pop artist Naomi Tamura. The story is as follows: during what was supposed to be a regular field trip to Tokyo Tower, three seventh grade girls (Hikaru, Umi, and Fû) are magically transported to the distant world of Cefiro (also known as Zephyr). Once there, they are told that they are actually the famed "Magic Knights" and must save Princess Emeraude from the clutches of the evil Zagat. Although the beginning and ending of the game and the TV series are the same, practically everything in the middle is different, including new characters, different plot twists, and a good dose of wacky zaniness.

The game itself is basically a top view, Legend of Zelda-ish adventure,

but a lot better than that. The background music and sound is exceptional. Each character has her own life points, magic points, spells, and advantages and disadvantages, so you can't always use the same character (although I'm a little partial to Umi since she is the strongest). On the other hand, the level of difficulty isn't too high, and an experienced gamer should have no trouble at all (although that doesn't mean it only takes 3 hours, either). You can't advance through the spoken dialogue, which can get rather tedious, particu-

"Working Designs will release Rayearth around August of this year, so you don't have to go broke buying an import. I have confidence that they'll do a great job with it, just as they have done in the past."

larly in the game's first half hour. One very distinctive aspect about Rayearth (besides the astounding level of detail in the graphics) is the amount of interactivity. You can look at almost everything in a town, and each character makes different observations! The individuality of each town and dungeon adds to the enjoyment, and makes everything much more interesting.

Kit Fox

The Last Word: Rayearth is definitely the first of its kind, a 32-bit RPG on a whole new level, with many wonderful nuances. I can't recommend this game enough. Play it, love it, and pray for a sequel.

THE WAR GOD LEGEND CONTINUES



Battle Arena Toshinden 2

System: Sony Playstation
Developer: Tamsoft
Publisher: Takara (Japan); Playmates (U.S.)
Availability: January 1996 (Japan); May 17 (U.S.)

In Japan, Takara has released the sequel to one of the Sony Playstation's most popular fighting games and it is only a matter of time before it reaches the States.

The sequel is all about refinements, in graphics, characters, and gameplay. The characters look more realistic; they don't look as square. The gameplay overall has been smoothed out and speeded up. Added camera angles and lighting effects give a new look to the game.

The characters stack up like this: nine are from the original (Gaia playable without any codes), four are totally new (two of which are playable, and two of which are end bosses). The two totally new characters are Tracy and Chaos. Tracy is a female police officer and Chaos is explained as being an executive, although he doesn't look like any businessman I have ever seen. The first of the two final bosses that you will face is named Uranus, a beautiful angel of death who launches a barrage of fireballs. The final opponent you must defeat is fittingly named Master. She is apparently a magician because she can make her sword appear out of thin air. [The hidden characters are Vermilion and Sho—Ed.]

The strategy of gameplay has been slightly altered. Players now have the ability to attack a knocked-down opponent. In addition, a super move meter has been added; when it is full a player may unleash a devastating super move. This power meter is very similar to the super move gauge in Super Street Fighter 2, with one exception: when it reaches its capacity it slowly begins to drain, and if you do not execute the move before the meter is empty, you must replenish it.

Overall, Battle Arena Toshinden 2 is a great game. Compared to its predecessor the graphics, sound and gameplay are far superior. I can't wait until it is released in the U.S., so I can understand all the dialogue.

Ryan MacDonald



The Last Word: A must-have for Playstation owners.



RYU vs. TERRY

THE ULTIMATE MATCH

Ryu
DOB: 7/21/64
Origin: Japan
Height: 175 cm
Weight: 68 kg
Blood Type: O
Discipline: Shotokan Karate
Track Record: *Street Fighter*, *Street Fighter II*, *Street Fighter II Champion Edition*, *Street Fighter II Turbo*, *Super Street Fighter II*, *Super Street Fighter II Turbo*, *Street Fighter Alpha*, *Street Fighter Alpha II*

TRAGIC PAST

RAYMOND: Ryu is a warrior from the mountains of Japan. He trained at a young age with Gouken, a master of Shotokan Karate, along with his friend and rival, Ken.

DAVID: Story has it that Bison and his crew came and killed Gouken, leaving Ryu and Ken the duty of avenging their former master.

PSYCHOLOGICAL PROFILE

RAYMOND: Ryu seeks challenges and worthy opponents, never wanting riches or personal glory. Calm, cool, and very much at one with his own spirit, he controls his power perfectly.

DAVID: Ryu keeps a clear mind on his goal, and takes time out to lend people a hand along the way. He is very confident (sometimes a little too confident for his own good), but knows his abilities and limitations very well.

FIGHTING MOVES

RAYMOND: Ryu possesses three trademarked special moves, the Dragon Punch (*shoryuken*), the Fireball (*hadoken*), and the Hurricane Kick (*Tatsumaki Senpukyaku*). As time passes, and Ryu faces tougher opposition, new powers and moves are added to his arsenal. He learns the Red Fireball and air Hurricane Kick (in *Street Fighter II Turbo*), the Super Hadoken (*Super Street Fighter II Turbo*), and the Super Hurricane Kick (*Street Fighter Alpha*).



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Street Fighter's Ryu versus *Fatal Fury's* Terry Bogard!

THE TITLE BOUT

RAYMOND'S RATING

A battle between these two veritable powerhouses would produce a very interesting, yet uncertain, conclusion. Ryu has many strengths against Terry, especially with his ability to combo with his 3-level supers. He also has the ability to double-punch Terry when he is crouched on the ground, and Ryu's footsweep is much faster than Terry's. And of course, the Dragon Punch can counterattack anything that Terry does against Ryu, and this is Ryu's biggest advantage. This certainly means that there is no way Terry can use his famed "Fatal Fury" tactic to overwhelm Ryu. A Dragon Punch would definitely stop any of Terry's moves right dead in their tracks.

Still, Terry is also very good at countering Ryu's moves. Ryu's slow fireball and zoning techniques will prove to be a bane, since Terry can either Power Dunk and hit Ryu out of a fireball motion, or Rising Tackle

RRRY



Ryu out of it (if he's near enough). Also, Ryu's Hurricane Kick does not do much against Terry considering that when Terry does his fireball, he is too low to get hit anyway. Furthermore, Terry has massive range with his sweep and double backfist. Terry's four-hit combo (Jumping Strong, then Strong Punch Double Hit, then a Power Wave) does decent damage, and occasionally dizzies. Lastly, Terry still has the nasty desperation move, the Power Geyser. That move alone can take more than 50% of Ryu's life! When properly spaced as to avoid Ryu's Dragon Punch, it can finish Ryu off easily.

So the conclusion is not certain. Surely both are great warriors, and neither of them is any less powerful than the other. In some ways, Ryu does have the advantage, especially if the player is very experienced with him and can perform Super Combos and quick Dragon Punches. But anything less than an expert will likely mean that Terry has the upper hand, because he is able to counterattack so many of Ryu's tactics.

Raymond Pat

DAVID'S DECISION

Their fighting styles are very unique in their own ways. Ryu uses a very disciplined martial art, well-constructed and thought out in every detail. Terry has several techniques from several different arts and the makeshift fighting styles of different street gangs and the like. Both of these have their advantages and weaknesses.

Ryu would use his techniques to be able to outwit an opponent. A defensive fighter, he is very fast and agile. He can pull off a leg sweep and be home in time for *The Simpsons* before you even hit the ground. Terry, on the other hand, could probably be classified as stronger. Also, due to his

immense size (especially over Ryu) he has an extremely long range when it comes to kicks and punches. Ryu wins most fights with the *shoryuken*. In this technique, his height becomes advantageous, as he comes in low up to an opponent and finishes him off once and for all.

Putting Terry vs. Ryu would be like taking a Case and a Caterpillar and using them to play chicken. What you'd get is a loud clank, a lot of energy being canceled out by the opposing force, and very little damage (if any). Terry has a wide variety of techniques and a long range at close combat, but Ryu, being defensive, would probably be able to overcome his techniques. Terry, provided that he's not drunk and can remember them all, knows enough techniques that he would be able to cancel out any of Ryu's techniques, leaving the two at a standoff. Even in this situation, I still believe that Ryu has the upper hand as he would hold the greater will to win; Terry does not hold the self confidence he needs to win such a balanced match.

Of course, I think that Happosai (of *Ranma 1/2* fame) could kick both of their butts in an instant.

David Mills

THE REFEREE SPEAKS

Whew, looks like it's pretty close! Ryu and Terry practically cancel out, each unable to lay a finger on the other. Both Raymond and David, however, were hospitalized due to standing too close while watching the fights. (David wasn't exaggerating about the Power Geyser.) Tune in next month as we incite fighting between Nina (*Tekken 2*) and Sara Bryant (*Virtua Fighter 2*), by making insinuations about their hair. (Flowers and cards for Raymond and David may be sent to the Southtown Hospital for Video Game-Related Injuries.) ♦

Terry

DOB: 3/25/71

Origin: America

Height: 182 cm

Weight: 77 kg

Blood Type: O

Discipline: Street Brawler

Track Record: *Fatal Fury*, *Fatal Fury II*, *Fatal Fury Special*, *Fatal Fury III*, *Fatal Fury Real Bout*, *King of Fighters '94*, *King of Fighters '95*

TRAGIC PAST

RAYMOND: Terry Bogard is a reckless, fierce fighter from the mean streets of America. He never had formal training like Ryu, but quickly learned his fighting techniques from the influences of his father (and Master Tung—David) and the rugged urban life that he led. Spurred on by the killing of his father by Geese Howard, he set out on his journey to seek revenge along with his brother, Andy Bogard, and close friend Joe Higashi.

PSYCHOLOGICAL PROFILE

DAVID: Terry does not seem as strong-willed as Ryu. He isn't afraid of commitment, but lacks a lot of self-confidence due to past experiences which have permanently scarred him. (Or, maybe he's just a drunk and hides it well most of the time.)

His Fighting Moves

RAYMOND: At the beginning, Terry possessed the Power Wave (ground fireball), Rising Tackle (uppercut), Crack Shoot (fast crescent leg swipe), and Burn Knuckle (rushing burning fist). In *Fatal Fury II* he obtained a last-ditch desperation move: the Power Geyser.

DAVID: The Power Geyser is an extremely powerful technique which, when used, can release enough energy to destroy a multi-level parking garage, or do a similar amount of damage to that of the terrorist bombing of the federal building in Oklahoma City.

RAYMOND: Then in *Fatal Fury III*, Terry gained the Power Dunk (uppercut and anti-fireball device). Also, he gained a long-range backfist technique in *King of Fighters '95*.

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Name Game On! USA's letter column and win!

Greetings from the Editor! The *Game On! USA* staff has been wrestling all week with last-minute dispatches from Japan, innocent but devastating phrases such as "Review copy? What review copy?," and fierce in-house squabbling over **Street Fighter Alpha** keychain figures. Hopefully the result is one good games magazine, but we can't be sure by ourselves. We want to hear from you!

Hence this, the official inauguration of the *Game On! USA* letter column. As an interactive magazine, we sincerely want to know what you think; your suggestions and opinions are highly welcome. We'll also do our best to answer any questions—including game or hint questions—you may have with *Game On! USA*'s Japanese and American video game staff.

As a multimedia magazine, we'll also accept things besides normal letters you'd like to send us; envelope art, illustrations, and even video, if you have game-related exploits you've recorded. We cannot guarantee that everything we receive will see print, and letters may be edited for space, but we'll try. You can send e-mail to game_on@sirius.com.

The first order of business is: we need a name for the letter column! If a name isn't exciting enough for you, we'll accept other gimmicks and even ideas for visuals. Please send us your proposals, so we can escape this terrible generic "Letters to the Editor" limbo. The winner of the contest will receive a free 12-issue subscription to *Game On! USA* and the entire videotape set of 3 **Fatal Fury** animated features, including two full-length TV specials and **Fatal Fury: The Motion Picture**. The runner-up will receive a free 12-issue subscription to *Game On! USA* and the **Fatal Fury: The Motion Picture** video. Third place will receive a free 12-issue subscription to *Game On! USA*.

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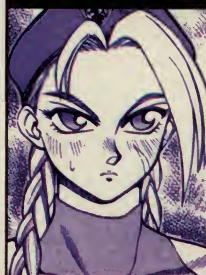
IN OUR NEXT ISSUE...

Game On! USA swings into more big games and bold reviews, with an expanded writing team and inside features on import games and Japanese-American translations...because are screen shots enough if you can't play it here? Issue #2 features not one, but three of the most popular fighters around — plus **Ranma 1/2 Battle Renaissance!**



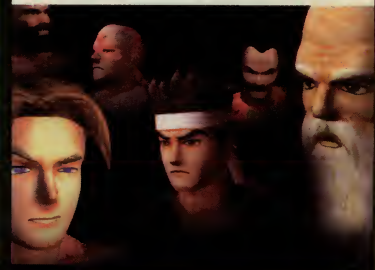
Feature Presentation VIRTUAL COMBAT

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32-bit Manga

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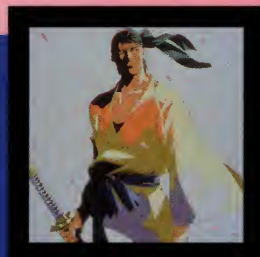
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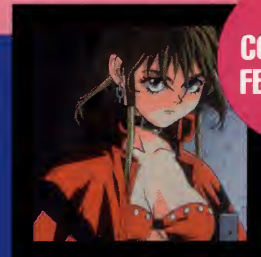
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